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No. 1! BIGGEST AND BEST!

ANIMATORS START HERE — SPRITES ALIGHT ON P44

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Commodore FORMAT

POWERTESTED

MORE C64 REVIEWS THAN ANY OTHER MAG!

- Speedball 2
- Escape From Colditz
- P.P. Hammer
- 3D Const'n Kit
- Man United
- The Ball Game
- Over The Net

PLUS LOADS MORE...

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STUPENDOUS GAME!
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SPINDIZZY
CF SHOW - EXTRA SPECIAL PD DEMO
POWER PACK
PLUS 4 DEMOS!
RODLAND
3D CONSTRUCTION KIT
P. P. HAMMER
SPEEDBALL 2

If you can read this, someone has removed your cover-tape. Just ask the newsagent for it nicely – but don't leave the shop without it!

INJURY TIME!

SPEEDBALL 2 BREAKS ALL THE RULES

First review and playable demo - only for CF readers!

ART MEETS ARCHITECTURE

Budding world builders, lay your foundations – Domark's 3D Construction Kit surveyed on page 60

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POWER PREVIEWS: SMASH TV ● INDIANA JONES IV ● FINAL FIGHT

BATTLE COMMAND

FIRST INTO BATTLE ...

Set in the future, in which you control a "Mauler" Assault Tank in one of 16 missions, in a war fought between two dominant races of the New World. Such are the defensive capabilities of the opposing armies that any offensive moves must entail "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine capable of being lifted in and out of hostile territory and armed with the most advanced weaponry. Select your mission and the armoury you will require. The 360 radar sweep, in and out of cockpit views and area maps showing terrain, and complete theatre of operations, all combine to give a full picture of the battle as you strive for victory in a 3D arena where tactics go hand in hand with lightning reflexes and a true-grit determination

... LAST TO LEAVE

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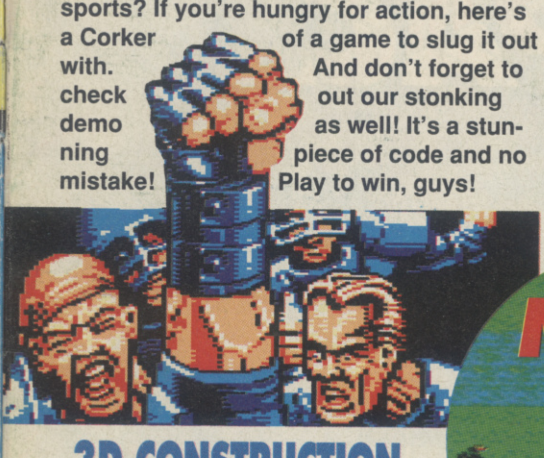
The silly season may be drawing to a close but the software season's still warming up. Inside this mag all the latest releases are...

POWERTESTED!

16 SPEEDBALL 2

MIRRORSOFT

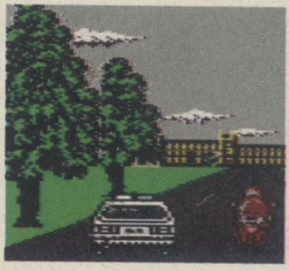
How's your appetite for bloodthirsty sports? If you're hungry for action, here's a Corker of a game to slug it out with. And don't forget to check out our stonking demo as well! It's a stunning piece of code and no mistake! Play to win, guys!



20 OUT RUN EUROPA

US GOLD

The latest in *Out Run* games series is one steal after another. But do the ends justify the means?



MAN UTD 19

KRISALIS

The team is back in Europe but have the Red Devils' computer counterparts been left stranded? We put the ball in your half

64 3D CONSTRUCTION KIT

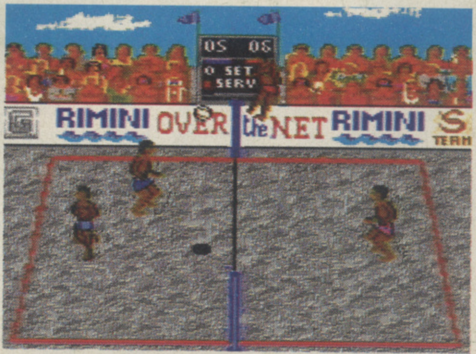
DOMARK

Now you can build on the nuts and bolts of Incentive's Freescape system but is that a blueprint for success? We review a Corking piece of software where virtually anything can happen and you end up seeing things from a new angle...

55 OVER THE NET

LINEL

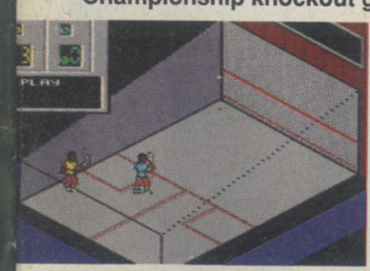
Volleyball is served on the C64 but is life a beach or does it kick sand in your face? *CF* dons its silly shorts and rubs on the fake sun-tan embrocation



51 JAHANGIR KHAN'S SQUASH

KRISALIS

Jahangir Khan endorses this World Championship knockout game without making a racquet. Sweating out a set with this one won't make you fit but it might still be worth it. Join our reviewer on court...



POWER PACK 12

SPINDIZZY

ELECTRIC DREAMS

A great game that really is something to twist and shout about, exclusively for you, in full!

SPEEDBALL 2

IMAGEWORKS

Hurt! Hurt! Hurt! Have yourselves a smashing time playing this slick all-action future sports special.

RODLAND

STORM

Four levels of flower power can't wait to be cuddled. Load up this platform blast at last.

P.P. HAMMER

DEMONWARE

Hope you've got a hard hat handy for this devious demo. Pick your way through a chunk of this new arcade adventure.

3D CONSTRUCTION KIT

DOMARK

Sample some software that you could have made yourself with this playable game full of *3DCK* code.

Commodore
SPINDIZZY
CF SHOW EXTRA SPECIAL PD DEMO
POWER PACK
PLUS 4 DEMOS!
RODLAND
3D CONSTRUCTION KIT
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32 CURRENT BUNDLES
Andy Dyer reviews a four-part sport collection and a platform for a surreal threesome

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Injury Time: *Speedball 2* by Paul Kidby

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...And Influence People part 2. Martin Walker expounds upon the profits and pitfalls of professional programming

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A second helping of news and opinions on public domain programs and programmers

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All the full price and budget games reviewed in the first year

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QUICK START

FULL GAMES

SPINDIZZY

Slap a stick in port two, hit fire and steer away. Press fire to speed up and tap the space bar to stop dead. Collect jewels and try not to plummet into oblivion too often.

DEMOS

SPEEDBALL 2

After the intro has loaded, press fire to load in the main demo. You've got a best-of-three on your hands here, so shove a stick in port two, highlight the ESC button and press fire to start the proceedings. Pressing fire during the match initiates tackles and also allows you to throw the ball.

RODLAND

Simplicity itself. Whack a waggler in either port (or both for a two-player game). Try and collect all the flowers and avoid the baddies. Repeatedly press fire to 'rod' the baddies; press fire and push up to make ladders.

3D CONSTRUCTION KIT

Controller in slot two. Move forward/back and turn left, right. Tap space to release the gunsight; press fire to unleash your forcebeam.

CF SHOW

Run the demo, sit back and watch. And make sure you've got a stick in port two – just in case.

P.P. HAMMER

Heave your hammer in port two. Guide P.P. around as normal. Pull diagonally down to crouch and scurry along low passage. Push diagonally up to jump. Press fire and push left or right to start digging!

NO LOAD!

What should you do if your beloved PowerPack fails to pack any power? If it consistently fails to load the code, pop the tape in a jiffy bag (keep the box, you'll need it when you get your replacement), enclose a stamped addressed envelope and send the lot to:

Ablex Audio Video
Harcourt,
Halesfield 14,
Telford,
Shropshire TF7 4QD

A replacement will then be despatched as fast as a very rapid thing

POWER PACK 12

Not only do we have three playable demos plus a specially written CF demo, but you lucky lot can load up Spindizzy – simply one of the best games ever written for the 64! We don't call it the PowerPack for nothing...

SPINDIZZY

ELECTRIC DREAMS

Gerald (which stands for Gyroscopically Environmental Reconnaissance And Landmapping Device. Yes, well...) is a spinny thing who has been sent to an unexplored planet to, well, explore it.

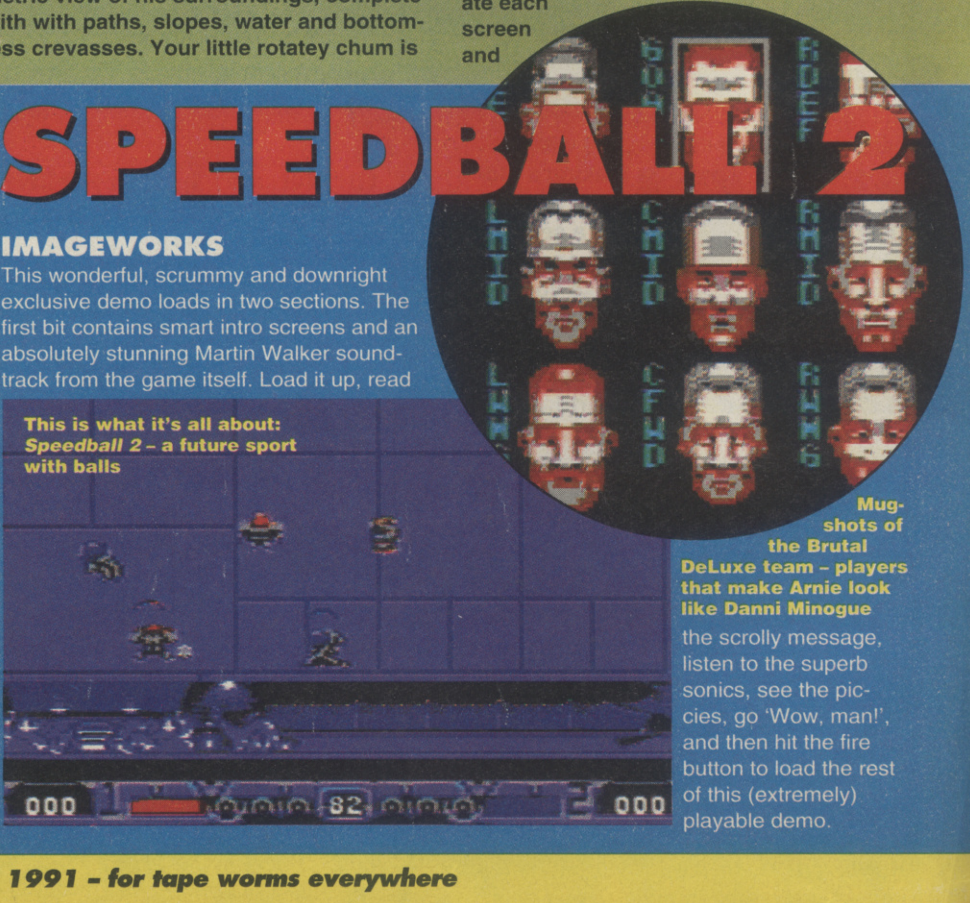
Gerald transmits a (rather natty) 3D isometric view of his surroundings, complete with with paths, slopes, water and bottomless crevasses. Your little rotatey chum is purpose built for this sort of thing, able to spin along at high speed, possess horrible inertia, spin up steep inclines and then whizz, uncontrollably, down the other side. Actually, come to think of it, he'd be better off with a good pair of sturdy legs.

Any road up, Gerald – under your expert guidance (snigger!) – has to negotiate each screen and

SPEEDBALL 2

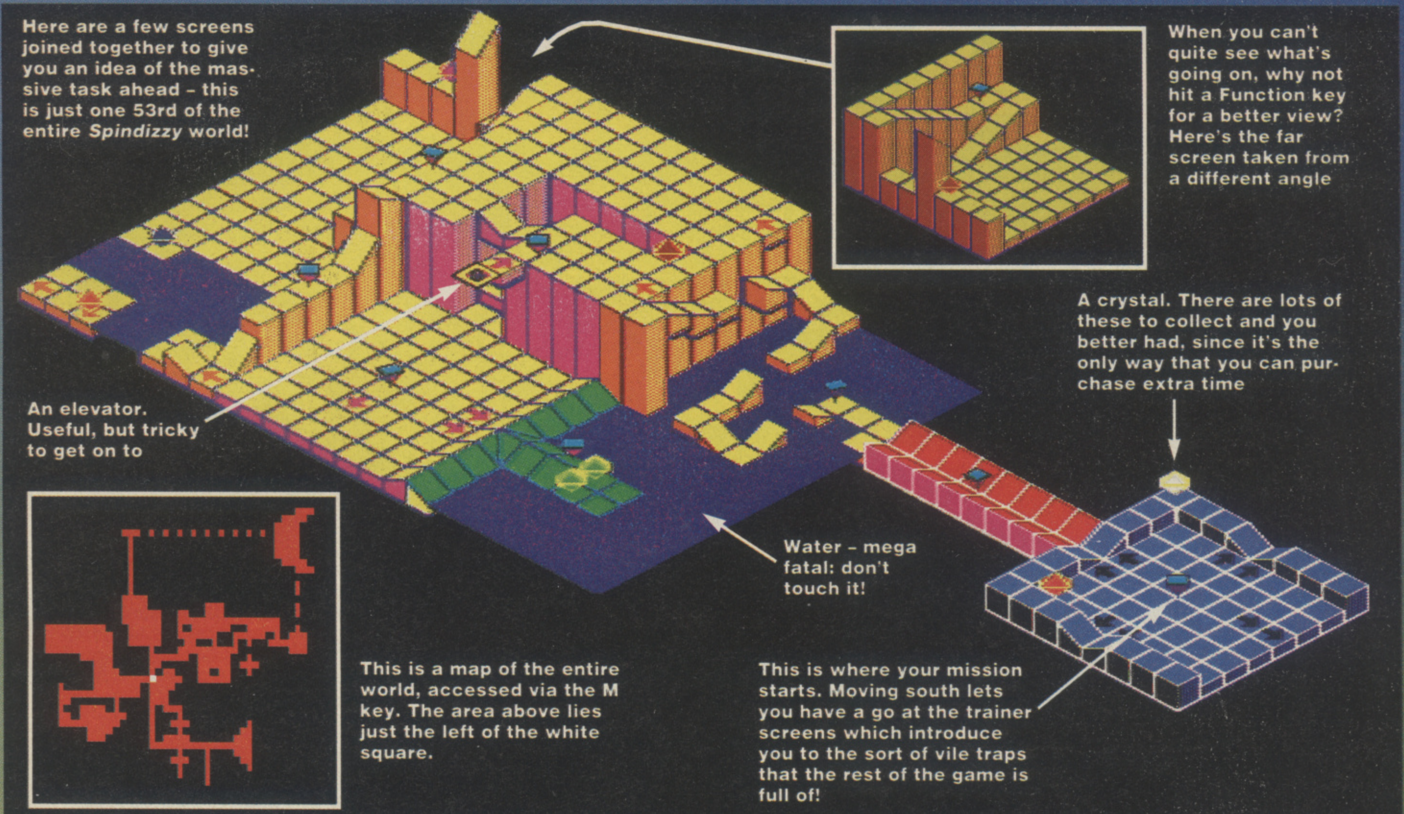
IMAGEWORKS

This wonderful, scrummy and downright exclusive demo loads in two sections. The first bit contains smart intro screens and an absolutely stunning Martin Walker soundtrack from the game itself. Load it up, read the scrolly message, listen to the superb sonics, see the piccies, go 'Wow, man!', and then hit the fire button to load the rest of this (extremely) playable demo.



This is what it's all about: *Speedball 2* – a future sport with balls

Mugshots of the Brutal DeLuxe team – players that make Arnie look like Danni Minogue



Here are a few screens joined together to give you an idea of the massive task ahead – this is just one 53rd of the entire *Spindizzy* world!

When you can't quite see what's going on, why not hit a Function key for a better view? Here's the far screen taken from a different angle

A crystal. There are lots of these to collect and you better had, since it's the only way that you can purchase extra time

An elevator. Useful, but tricky to get on to

Water – mega fatal: don't touch it!

This is a map of the entire world, accessed via the M key. The area above lies just the left of the white square.

This is where your mission starts. Moving south lets you have a go at the trainer screens which introduce you to the sort of vile traps that the rest of the game is full of!

collect all the jewels therein. There are 429 rooms and lots of jewels, so if you were planning to go see a movie this evening, forget it.

As you move from room to room, you'll come upon all manner of tricks and traps, such as elevators, attacking aliens, perilously slidey pathways and switches. Move over a coloured, shaped tile and somewhere, a similarly shaped and coloured object will be activated – or deactivated! It's up to you to find out which.

On occasions, the little roamer disappears behind a large wall or construction, preventing you from seeing what's going on. If this happens, just tap one of the function keys to switch the view to another angle. Clever.

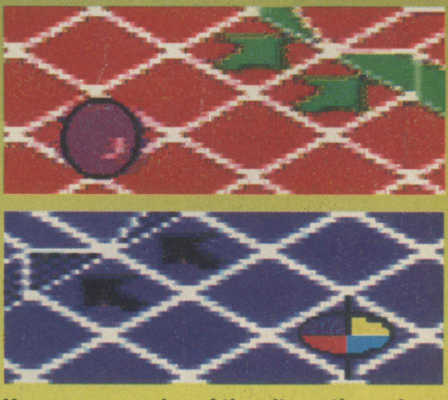
Since the landscape is so bally huge, Gerald has a built-in map: hit the M key and the entire planet is revealed in glorious red and black. Explored areas are shown in yellow and screens with uncollected jewels are denoted by purple.

OPTIONS BEFORE PLAY

H – Brings up an icon screen so you know what to watch out for
O – Gameplay options: F1 – toggles speed between fast and slow. F3 – number of joysticks (in two-joystick mode you can control the x-axis with one stick; the y-axis with the other!). F7 – Return to main menu

OPTIONS DURING PLAY

Q or RESTORE – Quit game and return to title screen
P and RUN/STOP – Pause and restart the game
I – Alter Gerald's shape: spinning top, spinning disk or sphere
M – Brings up a map screen showing areas you have/haven't explored
S – Displays your score so far – number of jewels collected, all that stuff
C – Toggles between alternative landscape colour schemes



Here are examples of the alternative colour schemes and alternative 'Geralds' (actually, the stem of the spinning top allows you to be more accurate in positioning)

At first, the management screen appears. You can move the highlight around via the joystick, you can click on a few buttons, you can even view players on the transfer market if the TRANS button lights up. However, you'll notice that you have absolutely zero pennies, so you may as well highlight ESC and start the real action.

SPEEDBALL
2

The mega Speedball arena as viewed from the Goodyear hover-pad. Lose it here and you're in a world o' hurt...

This demo lets you play the computer in a best-of-three competition. You're the red guys versus the blueys. For more info on the finer details of Speedballing, flick to page 16 for the PowerTest. However, in the interests of getting you started ASAP, all you really have to do is guide your player about (he's the guy with the little semi-circle around his head) and hammer the fire button to tackle (well, hit) the opposition. When you gain possession, hit fire once to throw the ball (moving the joystick applies aftertouch). If the ball is on the ground, hitting fire causes your player to slide, and if the ball is in the air, the fire button initiates a jump.

Gain control of the ball, get near the goal and attempt to get it past the goalie. And that's all there is to it (hur, hur!).

RODLAND

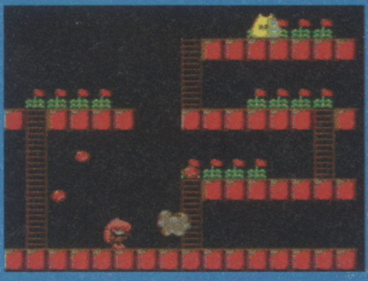
STORM

Grab a joystick or two and get yourself a slice of this monster-bashing platform action. The idea is to move around the levels, collect the flowers (just walk over 'em) and avoid getting trashed by the meanies.

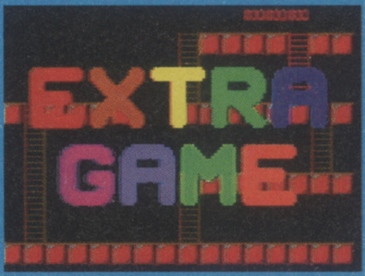
You can climb up and down ladders by pushing up on the joystick, and you can also make your own ladders by pushing up or down and pressing fire at the same time.

To protect yourself, your little fairy-type carries a big rod with which to bash the enemy. When you get close, hammer away at the fire button to enclose the baddie in mystic rod-power and then repeatedly bash the beast against the floor. (Just have a go – you'll see what we mean.)

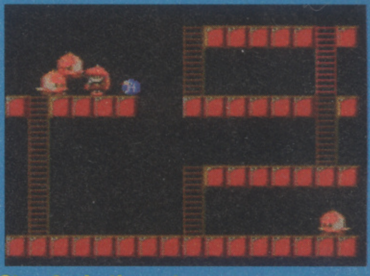
You've got loads of continues and a two-player option, so there's no excuse for not finishing the entire demo with a perfect score (and then you can see the pretty, scantily-clad fairy queen!).



Step 1 – Stroll around and try and collect all the flowers before you defeat all the baddies



Step 2 – When the last flower has been trodden on, the extra game option is activated (you can just about see the 'Extra Game' logo if you squint hard enough)



Step 3 – In the extra game, any remaining baddies turn into pink things who should also get the rod treatment. Once bashed, they leave behind letter icons; collect the set, spell 'EXTRA' and you can claim your free life. Hurrah!

P.P. HAMMER

DEMONWARE

Mr Hammer – P.P. to his chums – has entered a subterranean cavern in order to quench his thirst for cash. Glistening coins lie in various out-of-the-way places and it's your task (as controller of P.P.) to dig your way through to these apparently inaccessible reaches and collect the loot.

Joystick control is pretty much as you'd expect, although P.P. can be made to scurry along low passageways by hitting a bottom diagonal in the direction you're facing. He'll pull his hat down over his eyes (nose, chin, chest and upper legs) and shuffle along.

To operate his pneumatic weapon (whoo! whoo! etc) press fire and push left or right. P.P. hammers away at the block immediately adjacent to the one he's standing on. After a few moments the rock reappears (don't ask why) so if you've got to burrow through several layers, you'd better start thinking about where to start and finish, otherwise P.P. gets a big lump of igneous material appearing in the middle of his body. As you can guess, this is extremely fatal.

There are numerous collectables dotted around, some of which you'll need to use on later puzzles. As you walk over them, they are automatically added to your inventory and appear in slots on the status panel. These slots relate to the numeric keys 1, 2, 3 and so on. To use a specific item just tap the right key at the right time.

THINGS AND WHAT THEY DO

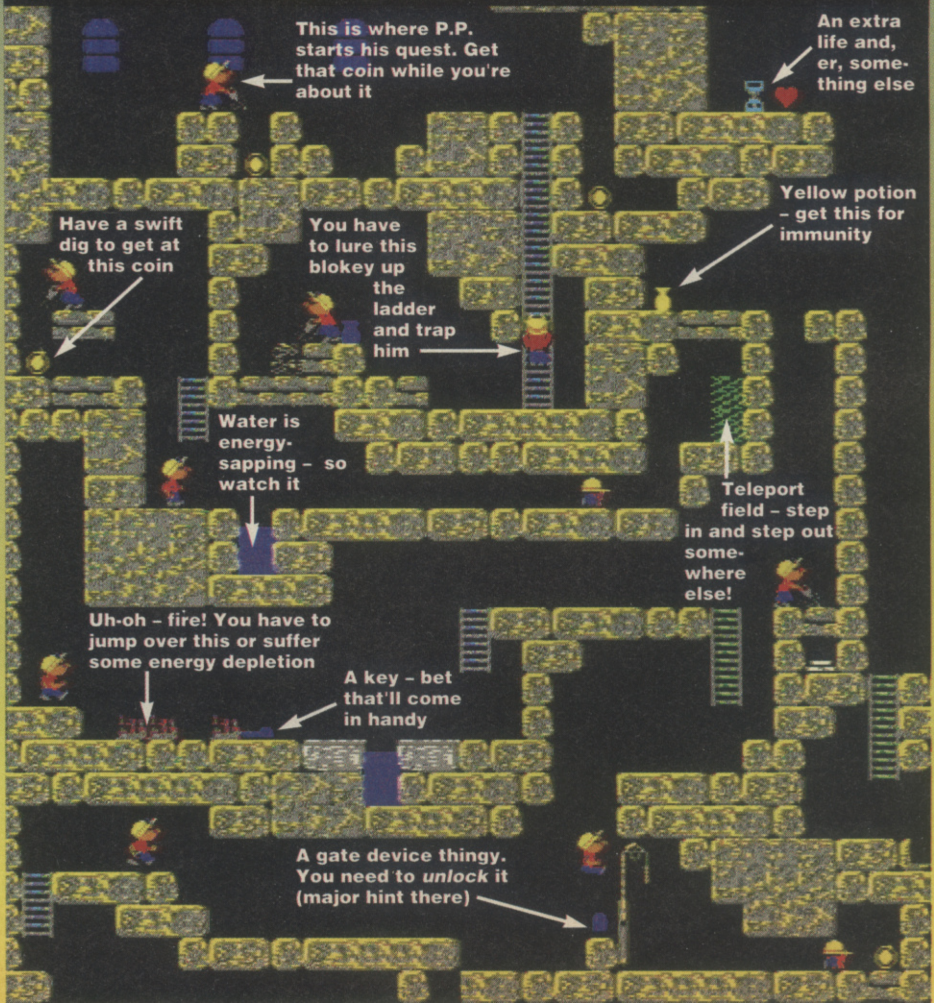
KEY – Unlocks things (look for a keyhole device)
BLUE POTIONS – Temporarily increases Hammer's jumping capacity
OIL – Increases P.P.'s drill speed
YELLOW POTION – Provides immunity to enemies, water, fire and so on
RED POTION – Recharge P.P.'s strength

CF12 – hammers the competition

There are plenty of traps and tricks here to keep you beavering away. You'll no doubt find yourself in situations from which there is no escape (plus it's a little bit bugged): in this event just hit the H key to start all over again.

Explore and experiment. The aim is to collect the gold, find the exit and escape from the cavern before the timer runs out.

Getting about with P.P.


This is where P.P. starts his quest. Get that coin while you're about it
An extra life and, er, something else
Yellow potion – get this for immunity
Have a swift dig to get at this coin
You have to lure this blokey up the ladder and trap him
Water is energy-sapping – so watch it
Teleport field – step in and step out somewhere else!
Uh-oh – fire! You have to jump over this or suffer some energy depletion
A key – bet that'll come in handy
A gate device thingy. You need to *unlock* it (major hint there)

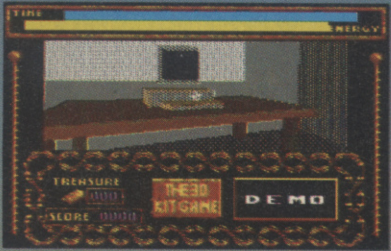
3D CONSTRUCTION KIT

DOMARK

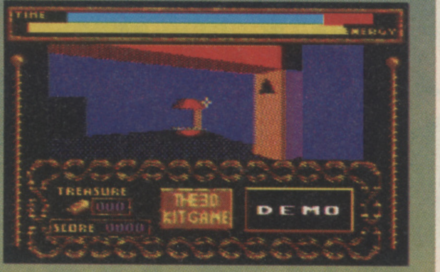
Anyone who buys the full kit gets this game included in the package. The game has been created entirely with the *3D Construction Kit* and should give you some indication of its power (at the moment Sean is busy building walls and keeps going 'Yeah!' and 'Wow!' and so on).

You have been marooned (*turned purple? – Ed*) on a strange planet from which you must escape and return to Earth. Somewhere, there is an extremely large interplanetary spaceship – this could be just what you're looking for…

As with previous Freescape games you use the joystick to move forward and back or turn left and right. Hitting the space bar releases the gunsight, and pressing fire allows you to shoot a forcebeam of some description. This enables you to activate doors, switches and so on. To fully explore the Freescape landscape there are also a few controls accessible from the keyboard:



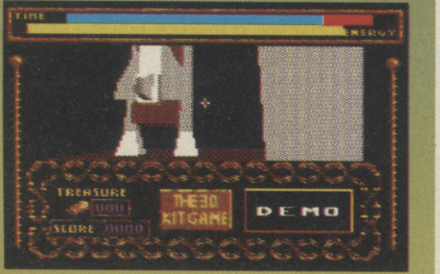
Here's a quick guided tour of some of the sights in the *3D Construction Kit* game. This computery-looking device allows you to use a teleport – once you've activated it, of course



Ooh! Looky here – a funny chair thing: bet that's useful in a teleportational sort of a way. However, you'll have to get rid of a great big red wall before you can get your paws on it.

CONTROLS ACCESSIBLE FROM THE KEYBOARD

Q or Z – Turn left
W or X – Turn right
U – U-turn (spin 180°)
O – Move forwards
K – Move backwards
P – Tilt up
L – Tilt down
F – Lower
R – Raise
B – Fire
M – Rotate clockwise
N – Rotate anti-clockwise
RESTORE – Quit game and return to title screen
SPACE – Toggles the central gunsight so you can move it via joystick



Now this is really useful. You can just about make it out – it's a stonking great space shuttle. (*Now, if I were trying to escape from a strange planet that's just the sort of thing I'd be looking for – Ed*)

CF SHOW

This is a bit of an added extra, to tie in with David Dewar's PD column. All you have to do is load the demo and follow any on-screen prompts. Later on in the demo you'll be asked to fiddle with the joystick, so watch closely!

This gives you a taste of just what PD is all about, if you think you could do better, or if you just want to know more why not drop David a note? Write to him at the usual *CF* address.

Commodore FORMAT

PLAY THE GAME, MAN!
THE SIMPSONS™ BART VS. THE SPACE MUTANTS
BRAND X SPRAY PAINT
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EARLY
WARNING!

Check out future releases as and when they're announced and read the first news of games in development. Kati Hamza has dug up a little US Gold about the Indy IV game of the comic book of the film that isn't... Actually, we're quite worried about Kati at the moment

INDIANA JONES AND THE FATE OF ATLANTIS

Yep, folks – the man with the hat is back on track. Thanks to LucasArts and US Gold, Indiana Jones, archaeologist, whip-cracker, professional heart-throb and champion designer-stubble-wearer is on the verge of starring in his fourth binary bonanza. There's one thing just a tad peculiar about this adventure. Unlike the other three Indiana Jones extravaganzas, *Indiana Jones And The Fate Of Atlantis* isn't based on a film and probably never will be (sob). There is a Dark Horse Comics book of the same name but even if you're thinking you can bone up on the gen beforehand, forget it: the plots are related but definitely not identical.

If you've seen all three films, it won't come as a great surprise to find that story number four features good ol' Indy locking whips with those gluttons for punishment, the bad ol' Nazis of the Third Reich. It's 1938 and Indy's uncovered a few clues which may lead to the legendary lost city of Atlantis. When our hero finds a shiny, copper-coloured bead made of orichalcum, a material just like uranium but (wouldn't you know it) without the radioactivity, dastardly Nazi agent, Klaus Kerner, filches it and sends it to his boss. From then on it's a mad dash to see whether Indy or the jackboots can make it to Atlantis first. (*Sounds a bit like Raiders Of The Lost Ark to me – Ed.*)

Level five features the final showdown in the great lost city itself but if you want to get there you'll have to make it through four madcap preliminary stages first: a casino, a naval base, a submarine and a Mediterranean islands section.

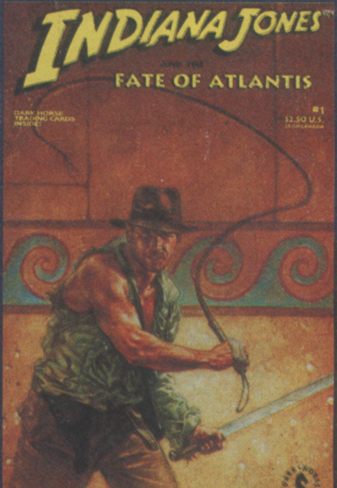
The quest starts when you and your sidekick Sophia follow the trail to Monte Carlo. The casino is packed full of guests, croupiers and Nazis; there's a roulette table to win lots of cash at (handy that, because you might find yourself needing to purchase some important Atlantean artefact in the very near future) and a multi-level building to explore.

With your wallet well and truly stuffed, it's on to the Nazi naval base, dodging spotlights and battling with the odd army of German engineers. By a stroke of bad luck everyone seems to have been kitted out with a length of prime quality lead-piping. Lucky you remembered to bring your whip, your gun and your fists.

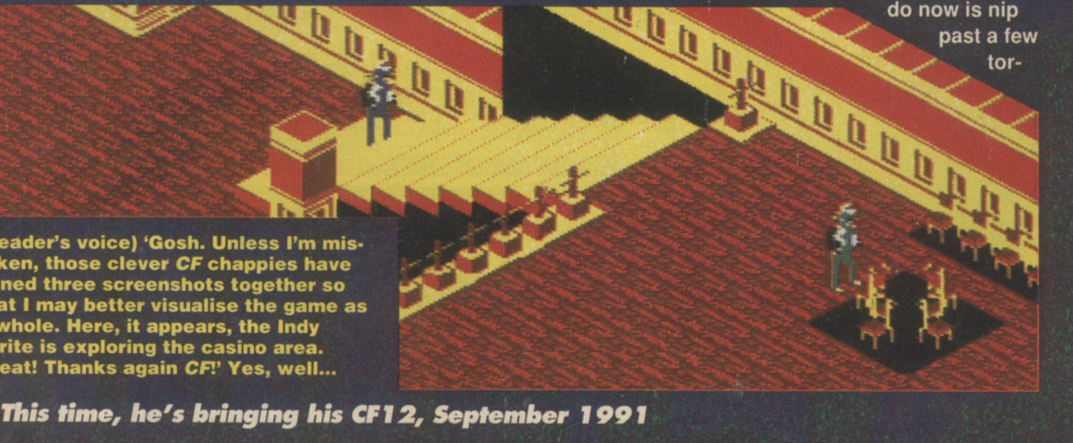
If you make it, you're ready for stage three aboard a submarine. Your number one priority here is to defuse a Nazi bomb and set the sub on course for Atlantis before the whole ship explodes and sends you and Sophia to another kind of kingdom altogether. Stage four drops you off on one of several Greek islands (an important clue early on reveals which one). The mission is to sneak past some decidedly bloodthirsty natives who just happen to be standing slap bang in the middle of a mysterious entrance to the underground world.

Avoid getting eaten for breakfast and all you've got to do now is nip past a few torture mechanisms, skip across some death-defying chasms, whip your way past hordes of baddies and work out how to make it from Atlantis' outer bounds to its inner sanctum. And when you've done that, hey presto, you've won!

Sounds exhausting? Well, luckily you don't have to do it all alone. What's really unusual about this game is that you can

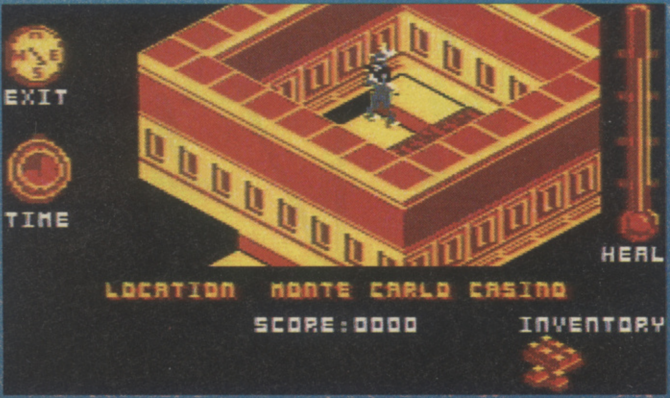


The comic book of the script of the movie which doesn't exist. Dark Horse comics are responsible and a jolly good read it is too

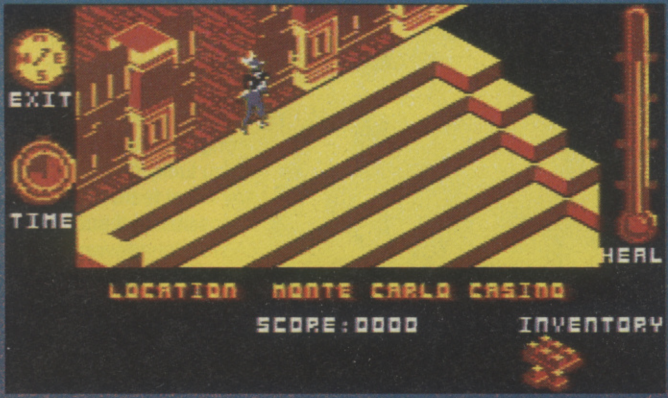


(Reader's voice) 'Gosh. Unless I'm mistaken, those clever *CF* chappies have joined three screenshots together so that I may better visualise the game as a whole. Here, it appears, the Indy sprite is exploring the casino area. Great! Thanks again *CF*!' Yes, well...

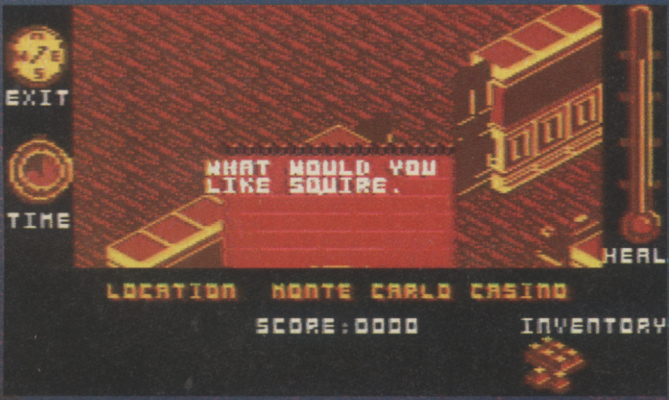
This time, he's bringing his


EXIT
TIME
HEAL
LOCATION MONTE CARLO CASINO
SCORE:0000
INVENTORY

Inside the casino Indy climbs up a staircase. You can see the stairs leading from the bottom left, up and into this square room


EXIT
TIME
HEAL
LOCATION MONTE CARLO CASINO
SCORE:0000
INVENTORY

Indy strikes a heroic pose on the threshold of the casino. As you can see, Indy's inventory is empty but for a large block of Yorkie


WHAT WOULD YOU LIKE SQUIRE.
EXIT
TIME
HEAL
LOCATION MONTE CARLO CASINO
SCORE:0000
INVENTORY

'Squire'!? Oh yes, very Monte Carloan that is! One can only assume that this early version doesn't yet have the correct script (*or that Monte Carlo has gone very down-market recently – Ed*)

control two characters all the way through. There's Indy, of course, but if you prefer you can be Sophia Hapgood (old friend, former research assistant and fellow Atlantean expert). Sophia's just as good at solving puzzles and a dab hand with a knife. You can switch between the two whenever you like and if you're in trouble, just call upon your partner for backup in a fight.

LucasArts didn't want their heroes to be capable of dying, so if you get bashed to a jelly you still won't get killed. Instead the Nazis cart you off to a prison camp where you'll stay until your fellow archaeologist has had time to launch a rescue attempt and get you out. If you both get imprisoned, the Nazis win.

The whole shebang has been designed by Attention To Detail and PMC, the people who brought you *Night Shift*, and is being programmed by Graeme Ashton (code) and Nick Cook (graphics). Right from the start one of their main priorities was to get away from the more usual horizontally scrolling arcade adventure look, which is why all the levels feature a cinematic cut-away 3D approach.

At the moment programming is still in the early stages. Keep 'em peeled for a full review around November time.

COMING SOON MAN!
THE SIMPSONS™
BART VS. THE SPACE MUTANTS
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MATT GROENING

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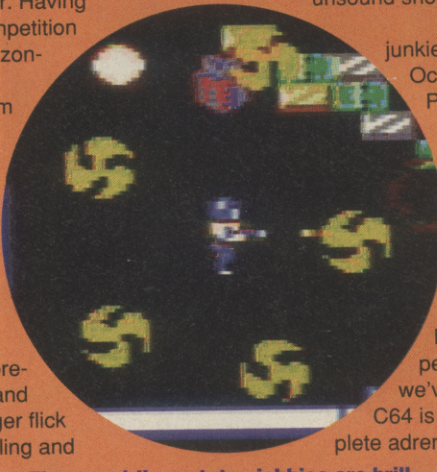
Oh no! The summer lull is drawing to a close, so *CF* is again being pounded with new releases. Our radar can't cope and try as we might we just can't keep them away! Watch out!

SMAS

The name Williams might not mean much to you young whipper-snappers, but there was a time (about 1984) when they ruled the roost as far as arcade machines were concerned. *Defender, Joust*, and a genocidal little number by the name of *Robotron* were the games of the day. Back then graphics were primitive, but it was the sheer brilliance of the gameplay that stood out, unlike so many modern arcade blasts. By 1986 (or thereabouts) top C64 programmer Archer Maclean was threatening to unleash a perfect conversion of *Robotron* onto the world, having already given us his stonking *Dropzone* (a *Defender* clone of the highest order). Archer's game never saw the light of day. Sob.

After something of a 'quiet' period, Williams are back, and as the saying goes, they're better than ever. Having already shown the competition just how to write a horizontally scrolling blast-'em-up in the form of *NARC*, they decided to dig deep into their own history, and bring *Robotron* kicking and screaming into the nineties. The result? *Smash TV*. Imagine if you will a cross between the aforementioned *Robotron* and that ol' Schwarzenegger flick The Running Man. Killing and prize-winning is the name of the game: wipe out those droids and that bio-mech guardian and cash prizes could be yours. It's The ultimate future sport where one more laser blast means a few dollars more. This has to be the last word in ideologically unsound shoot 'em ups.



These swirling rotatey jobbies are brill. Pick 'em up and watch the enemy die!

Having wowed coin-op junkies for several months now, Ocean – with code courtesy of Probe Software – are all set to bring the megadeath to all you lucky C64 people. Any initial fears about the impossibility of such a conversion (several zillion sprites moving at once on a high resolution 26-inch monitor for one) have been instantly dispelled by the corking demo we've seen. It proves that the C64 is still tops at producing complete adrenalin-busting blasters.

Although there's only five sample rooms and one

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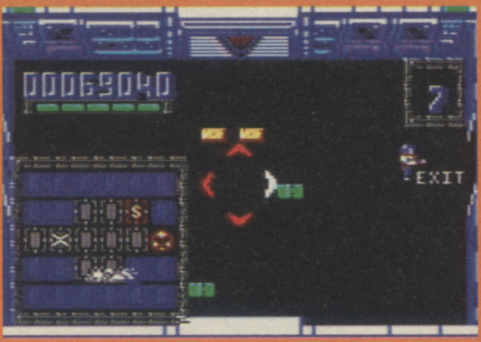
SH TV

end-of-level guardian in there at the moment, things bode well for the finished product. The final version will be as near-as-dammit a full implementation of the coin-op, with all 50 rooms and three heavy-duty guardians. Don't expect to dust this one off in a few of hours!

The idea of the game is a pretty simple one – to work your way through a grid of game rooms. Once a room is entered there is no escape until all nasties have been disposed of. In addition to floor mines and any droids in the room to start with, hordes more come ploughing through the doors, all eager to make friends with your blaster. This being the '90s of course, there are power-ups galore to be collected giving limited use of missiles, rockets, deadly rotating discs and much more. And believe us, you'll need them to get past some of the rooms. Also appearing rather frequently are prizes and great wads of cash. Blasting droids whilst collecting these is no mean feat, but the risk is worth it just to see that score go through the roof!

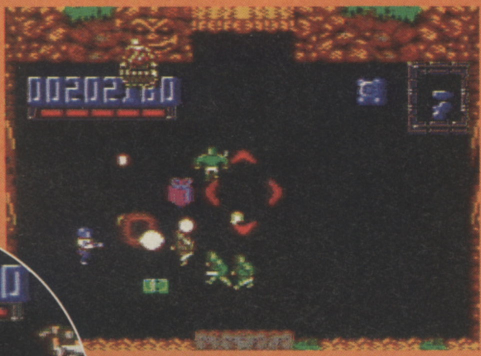


Destroy all the bad-droids on the first screen, and a level map appears showing you the route to take to the final end-of-level guardian

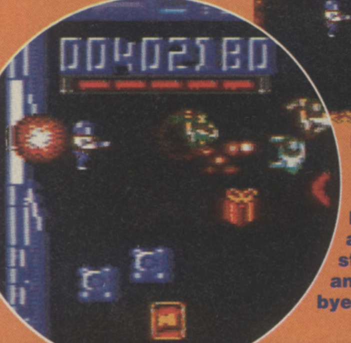
Bonus rooms are dotted around giving you further opportunities to get rich quick, and of course there are those Boss guys to deal with. Each one must be given quite a pounding before it goes up in a puff of smoke. Just when it looks like the fight is over, those bio-mechanoid blighters sprout new limbs and come back for more.

And that's all there is to it really. *Smash TV* is a perfect example of a single-minded blast with just the right number of embellishments to add lastability.

Nick Jones is the name behind the game, a man familiar with achieving the impossible on the C64. Games to his credit include *Supremacy*, *Time Machine*, *Cybernoid I* and *II*, *Stormlord* and *Deliverance*. Sad news then that *Smash TV* is to be his swan song on the C64. Still, at least he's going out in spectacular style.



Each screen has a different visual theme. This particular arena of doom has a pleasant jungley ambience...



Blue blobs are mines – step on them and it's bye-bye contestant

Smash TV should be pounding a computer screen near you come November time – watch out for a review in a month or two. Arcade junkies should also keep their eyes peeled for *Strike Force* and *Total Carnage*. These babies are Williams' sequels to *Defender/Stargate* and *Smash TV* respectively. And who knows, this time next year**...**

Here's the early *Smash TV* demo... all of it. In the full game you can choose your own route

At the end of some intense droid-destroyin' you face the ruddy great guardian, Scarface. This massive baddie is beautifully detailed and rather than just soak up a set amount of shots and explode, he is gradually blasted away bit by bit. Neat, huh?

SNIPPETS

NUMBER 1!

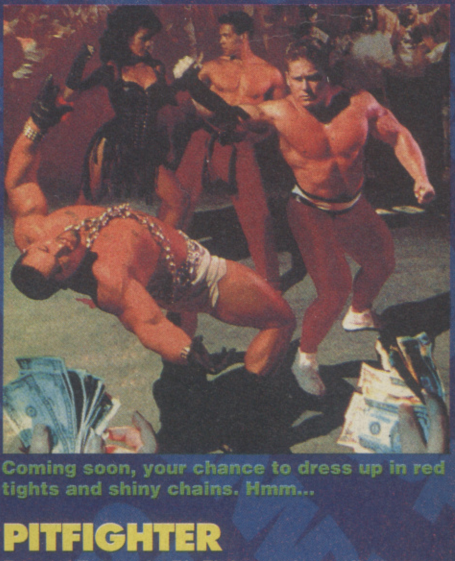
'ABC' stands for Audit Bureau of Circulation, and it is these official bods who monitor just how many copies *Commodore Format* – and most other computer mags – sell each month.

So what? So *CF*'s first ABC figure has just come in at 50,135. That's 50,135 copies of *CF* sold, on average, each month. So it's official – we are the best-selling C64 mag in Britain (and by a good couple of thousand!). Thanks to all our loyal readers who made it possible – stick with us and you won't go far wrong!

***Commodore Format* – the figures say it all: number one and getting bigger all the time!**

FAST DISK DRIVIN'

The *CF* crew were among the first to see a brand new C64 3.5" disk drive from TIB. This slimline drive uses a clever interface which plugs straight into the C64's cartridge port, making it compatible with any C64 machine. Aimed primarily at people who use the 64 as a programming tool, the drive will nevertheless load a 64K game in six seconds, and each disk stores 720K of information. The drive takes its power from the C64 (thus avoiding a cumbersome powerpack) is planned to sell at around the £90 mark and come bundled with a games compilation on disk. Tune in next month for more words and pictures.



Coming soon, your chance to dress up in red tights and shiny chains. Hmm...

PITFIGHTER

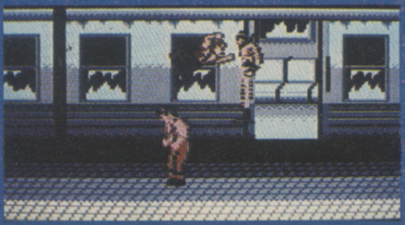
Fans of Tengen's *Pit Fighter* coin-op, listen up. Domark have a C64 version planned for release sometime in November. You can bet the digitised characters of the original don't make it to our beloved beige box, so the gameplay better be up to scratch to make it worthwhile. There's no excuse for not including the full range of moves and an awful lot of animation. Looks like Ocean's *WWF* could have a fight on its hands...

BUNDLE UP FOR WINTER

In a recent interview with New Computer Express, Steve Franklin, managing director of

FINAL FIG

If there was ever a top ten list of violent coin-ops, Capcom's *Final Fight* would be up there, slugging it out for the number one slot. Its mixture of brutal fisticuffs, bloodthirsty sword-slashing and general maiming and crippling could be considered poor material for release as a computer game. We at *CF* however, being of low moral fibre and even lower intellect, reckon it's gonna be great!



Haggar is down in the tube station at midnight (wo-oh-oh-ooh ohh!). Looks like he's in a bit of a jam (ger-roan!)

Final Fight is being coded by Creative Materials who were responsible for *Welltris* (hurrah!), *ESWAT* (ho-hum) and *Line Of Fire* (harumph). As with many coin-op convos, the game has been downloaded directly from the arcade ROMs via an Amiga. The four Megabytes of graphic code are squished and squashed, redrawn and re-coloured until they fit in their intended machines.

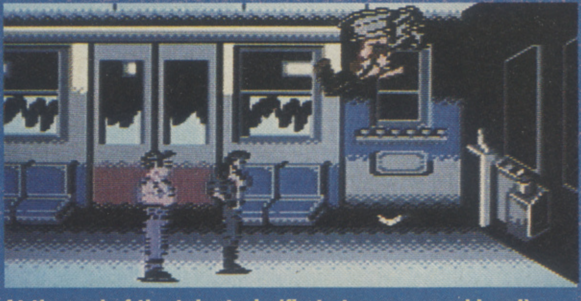
Unfortunately the C64 can't cope with the massive characters of the original. In this case, the sprites have been drawn from scratch by artist Andrew McCarthy, and as you can see from the early screen shots, they're still pretty big. Thankfully, the two-player option has remained intact so that you and a chum can face up against the Mad Gear gang.

'The who?' you may well ask. Well, the plot is another 'boy meets girl/girl gets kidnapped/boy (plus chum) turns vigilante/evil doers get the crap beaten out of them' affair. The main players are Jessica, the mayor's daughter and kidnappee; Haggar the incredibly large and well-built mayor; Cody, Jessica's equally meaty boyfriend; and Guy, Cody's built-like-a-brick-conservatory chum. What a motley crew!

On hearing of Jessica's fate, two of these three blokeys (the choice is up to you) go forth to do severe damage unto the bad guys. This urban warfare takes place across six scrolling sections, leading you on a tour of the seedier sides of town. Two bonus section give you the chance to smash up someone's car and break panes of glass in a disused factory. Yeah!

With *Double Dragon II* and *ESWAT* under his belt, coder Mike Hutchinson has had plenty of experience in two-player beat 'em ups and, according to Creative Materials, everyone there is very happy with the way the game is progressing.

As long as the characters move well and the GBH gameplay remains intact, we should be in for quite a potent beat 'em up!



At the end of the tube train (first stage, second level) Haggar takes a flying leap at his adversaries (cocks it up completely and misses them both by a good ten feet)

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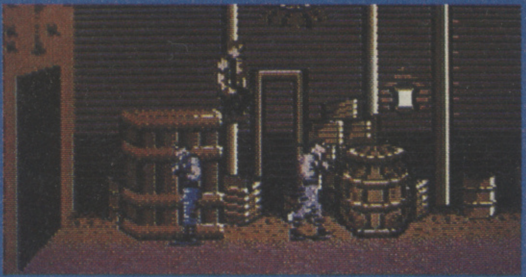
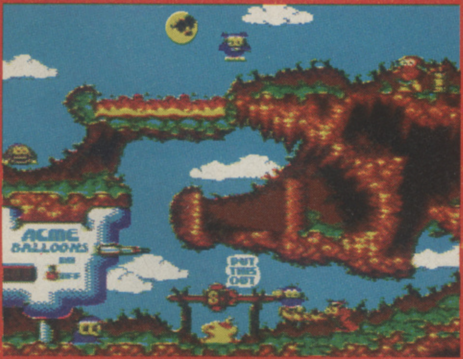


Those whopping great packing cases often hide goody pick-ups. Punch the case (barrel or oil drum) to reveal weapons, food and bonuses

CREATURES II

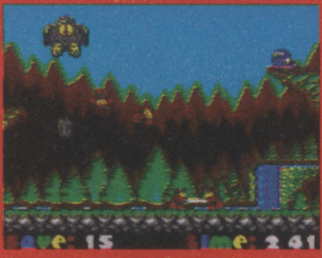
You can't keep a good fuzzy down and Clyde Radcliffe looks set to storm on to the C64 again this Christmas. The original *Creatures* gained the prestigious 'It's A Corker' in *CF6*, indeed the game has already sold in excess of 25,000 copies, but Apex Computer Productions promise an even better sequel...

After his triumph over the earth-ridden slime (*the wot!? – Ed*), Clyde and his ladyfriend decided to... erm... get together. Several trips to the cabbage patch later there were dozens of little 'Clydettes' populating the island and everyone lived happily ever after. Until, that is, the evil demons appeared on the scene again. Not only were they annoyed by the partying activities of the ravin' fuzzies, they were also a bit miffed when Clyde decided to annihilate all of their relatives.



'Balloonacy' – a very, *very* tough torture screen. Your fuzzy buddy is about to get fried

They have sworn vengeance on Clyde, his friends, and his family, and will stop at nothing to see fuzzies wiped out for good... which nicely sets the scene for the game and its ensuing carnage. The horizontally scrolling stages which formed the main crux of the original game have been dropped (boo!), only to be replaced by loads of sadistic torture screens (hurray!). Ten of these screens are planned for the finished game, and Apex have incorporated some nifty tricks to improve the action.



The waterfall bonus level, with two fuzzies in mid-bounce!

Firstly the playing area has been enhanced considerably, allowing Clyde and fellow creatures to leap about in the top borders. The status panel sits neatly in the lower border, and subsequently each torture screen is a lot bigger than before. Secondly, Clyde's control method has been tweaked slightly, allowing our hero to walk effortlessly up slopes and move around with a greater deal of flexibility.

After each torture screen comes a fast action bonus section where a designated quota of pals have to be saved. A rather nasty demon mercilessly chucks your mates from a high ledge – your aim is to bounce him to safety with the aid of a trampoline and a fellow fuzzy. One mistake, and it's strawberry jam all round. Bonus coins can be collected, which in turn light up the letters 'BONUS'; light up all the letters and an extra life is yours. The task is made a touch more difficult by the huge flying creature which swoops down on any vertically-bouncing fuzzies to whisk them away.

After every third torture screen/bonus phase comes an 'Island Hopping' section, which sees Clyde travelling from one island to another in his customised speedboat. It's still in the planning stages, but it should emerge as a fast-paced, horizontally scrolling parallax shoot 'em up extravaganza. And, rumour has it, Maximus Mouse (star of *Summer Camp* and the forthcoming *Winter Camp*) should be making a guest appearance somewhere in the game.

Clyde Radcliffe In Torture Trouble (Creatures II) is due out this Christmas on the Thalamus label – in the meantime feast your eyes on the scrummy screenshots of the first torture screen and bonus section. *Creatures II*, dare we say, could be a real corker...

Commodore UK, said that there are some 'very, very exciting plans for the C64 home computer this Christmas. I can't comment on them further but they are probably the most exciting plans for the machine in five years'. Considering the total failure of the cartridge-based GS and the latest move to remove datasette ports from new 64s, *CF*'s best guess is that we could see a disk drive included in the box – most likely a 1541 mkII – plus a bunch of disk-based games. If this is the case it's going to be a great buy for new 64 owners – it's just a shame that it's about three years too late. We'll keep you posted.

RUGBY WORLD CUP

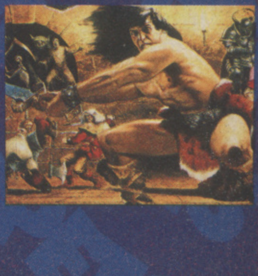
To coincide with the Rugby World Cup in October Domark have commissioned the sensibly-titled *Rugby – The World Cup*. It sounds pretty much like your standard scrolling multi-player team sport and dares to compare itself to rugby as *Kick Off* is to soccer. But then if they're confident, we should be too. More news soon, rugger fans.

MORE IDEAS

Following their first, decidedly average, 64 titles Italian software house Idea are planning a full frontal assault on the 64 scene with no less than five releases between now and Chrimble. *Clik Clak* is a logic puzzler, in which you are tasked with linking cogs of different sizes so that clockwork machinery works correctly. *Sturmtruppen The Video Game* is based on a comic strip known all over Europe. Er... except for in the UK. This horizontally scrolling beat 'n' shoot 'em up follows the fortunes of a WWII soldier (stormtrooper, presumably). *Dribbling* is yet another footie game. 'Nuff said. *Cattivik The Video Game* is another comic licence in the *Lupo Alberto* mould. And finally Idea have an as-yet-unnamed tennis simulation boasting a revolutionary side-on view, Japanese cartoon-style graphics and arcade gameplay.

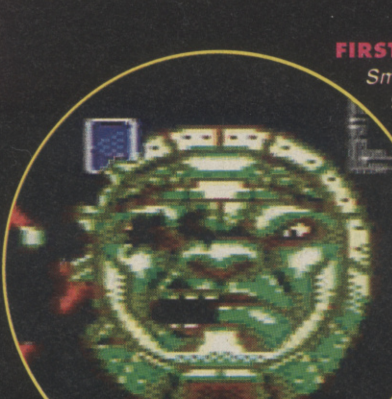
DEEPER ON DOWN

Anyone who's battled through all the missions in Gremlin's *HeroQuest* should look out for the expansion packs coming to a *CF* PowerTest real soon. They introduce multi-level dungeons, revolving rooms, new traps and much more! *Return of the Witch Lord* and *Kellar's Keep* take the adventure to new levels!

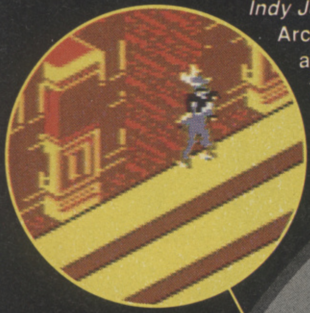


EARLY WARNING! SCANNER

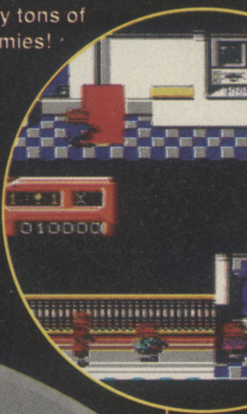
Our scanner shows you how soon we'll be able to review new games. Each ring represents a month, so games on the outer ring are six months away. We'll update them each month, so you can stay informed.



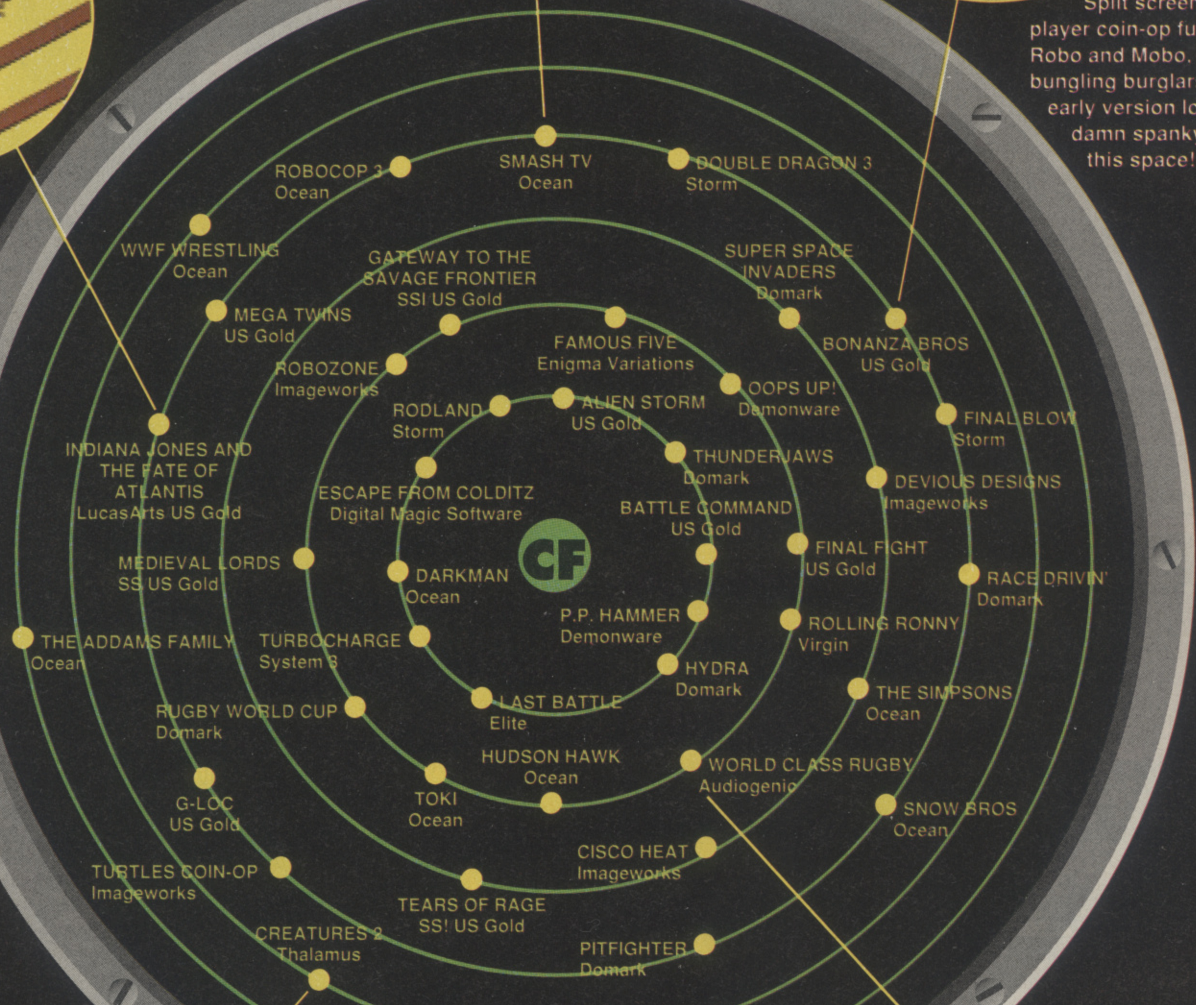
FIRST SIGHTING
Smash TV, Ocean.
Snazzy version of *Robotron* which really pushes the 64. Huge guardians, heaps of pick-ups and absolutely tons of enemies!



FIRST SIGHTING
Indy Jones IV, US Gold.
Arcade adventure with Indy up against Nazis in a quest for the lost city of Atlantis.



FIRST SIGHTING
Bonanza Bros, US Gold.
Split screen two-player coin-op fun with Robo and Mobo, two bungling burglars. Our early version looks pretty damn spanky so watch this space!


ROBOCOP 3 Ocean
SMASH TV Ocean
DOUBLE DRAGON 3 Storm
WWF WRESTLING Ocean
GATEWAY TO THE SAVAGE FRONTIER SSI US Gold
SUPER SPACE INVADERS Domark
MEGA TWINS US Gold
FAMOUS FIVE Enigma Variations
BONANZA BROS US Gold
ROBOZONE Imageworks
OOPS UP! Demonware
RODLAND Storm
ALIEN STORM US Gold
FINAL BLOW Storm
INDIANA JONES AND THE FATE OF ATLANTIS LucasArts US Gold
THUNDERJAWS Domark
DEVIOUS DESIGNS Imageworks
ESCAPE FROM COLDITZ Digital Magic Software
BATTLE COMMAND US Gold
FINAL FIGHT US Gold
MEDIEVAL LORDS SS US Gold
CF
DARKMAN Ocean
RACE DRIVIN' Domark
P.P. HAMMER Demonware
ROLLING RONNY Virgin
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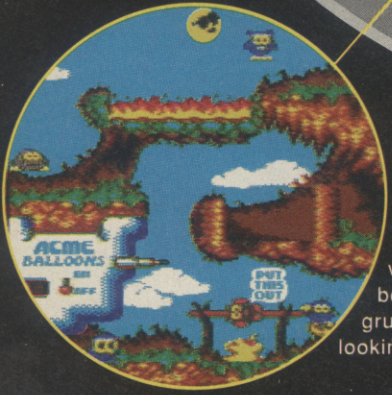
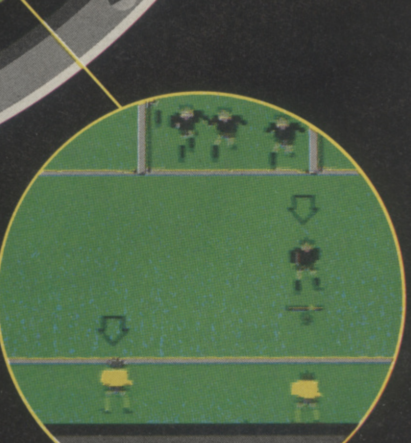
CISCO HEAT Imageworks
TURTLES COIN-OP Imageworks
TEARS OF RAGE SS! US Gold
CREATURES 2 Thalamus
PITFIGHTER Domark
SPACE GUN Ocean



FIRST SIGHTING
Creatures 2, Thalamus.
Terrific-looking sequel with less scrolling, more violence. There's a great bonus level and the first gruesome torture screens are looking very impressive!



FIRST SIGHTING
World Class Rugby, Audiogenic.
Detailed rugby simulator with a September release to coincide with the World Cup.

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	SPECTRUM	AMSTRAD	COMMODORE 64	ATARI XL/XE	AMIGA	ATARI ST
Championship Run					☐	☐
3D Grand Prix	☐					
American Football	☐					
Arcade Fruit Machine	☐	☐	☐	☐		
Arcade Trivia	☐	☐	☐			
Ball Blasta			☐			
Bionic Ninja	☐	☐	☐			
Blinky's Scary School	☐		☐	☐	☐	☐
Death Chase	☐					
Draconus	☐		☐	☐		
F1 Tornado	☐	☐				
Fantastic Soccer			☐	☐		
Full Throttle 2	☐					
Full Throttle	☐					
Jasper	☐					
Jocky Wilson's Darts	☐	☐	☐	☐	☐	☐
Kick Box Vigilante	☐		☐			
Las Vegas Casino	☐	☐	☐	☐		
Mazie		☐				
Mirax Force				☐		
Mountain Bike Racer	☐		☐	☐		
Ninja Commando	☐	☐	☐	☐		
Para Academy	☐	☐	☐			
Para Assault Course	☐	☐	☐			
Phantom				☐		
Pro Go Kart Simulator	☐					
Psi-Droid			☐			
Rally Simulator	☐	☐	☐			
Sidewinder				☐		
Spaghetti Western	☐	☐	☐			
Speed Ace				☐		
Turbo Skate Fighter	☐					
World Soccer	☐	☐	☐	☐	☐	☐
Zybex	☐		☐	☐		

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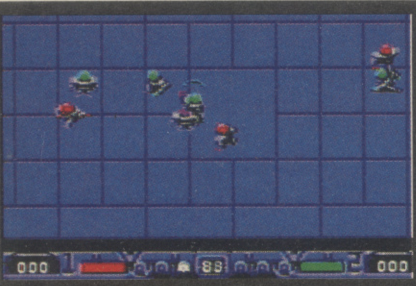
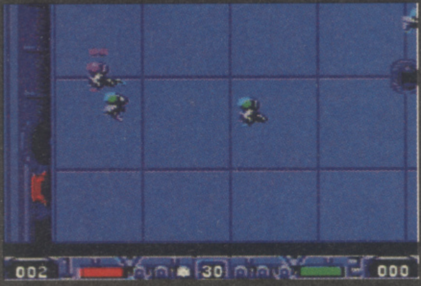
It's a Corker!

It's fast, bloodthirsty and downright nasty – and that's just the review! Since the Ed's not very sporting, we thought who better to get beaten to a pulp in Imageworks' violent future sport?

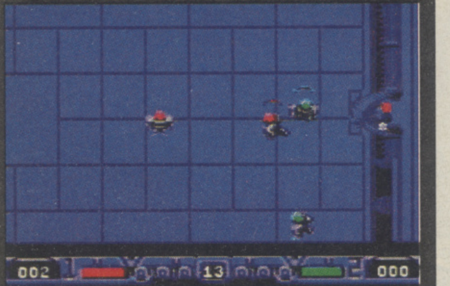
SPEEDBALL 2



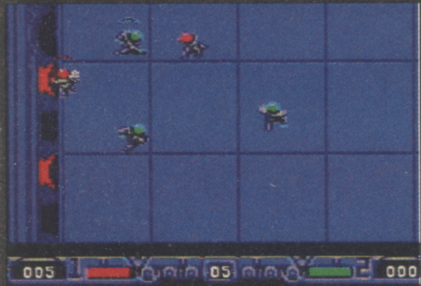
1 The ball is launched in the centre of the pitch and there's a mad scramble to catch and make off with it



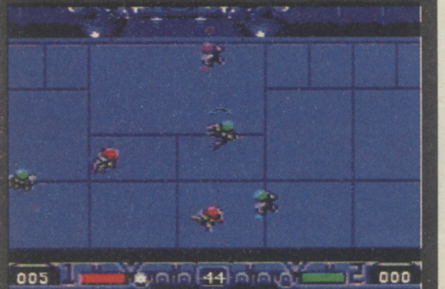
2 A red geezer gets the ball and pegs it towards greeny's goal at high speed. The black dome is a bonus bumper



3 After a tussle, red recovers the ball and fires it into the bonus multiplier on the wall. A goal now would score 15



4 The ball is thrown left again, where red regains control and lights the star panels for an immediate bonus of four points



5 Red reaches the goal mouth, avoids the goalie with a quick body swerve and blam! The red team are 10 points up!

Right, let's not beat about the bush. *Speedball 2* is utterly brilliant. It's fast, throbby, exciting, intensely playable and downright wonderful. Now, unless you want to know the exact ins and outs of the game, you can skip the rest of the review and go straight to the PowerRating…

Still with me? Fine. If you're completely in the dark about Imageworks' latest venture (it's possible: you might have been out of the country. Or living underwater. Or something) then allow me to introduce you to this ultra-violent future sport. In what amounts to a cross between rugby and American football, two teams of nine players face off against one another within the confines of a high-tech walled arena. The ball – which is made of polished metal and should NOT be headed – is carried along and thrown to other players who catch it and carry on. Get near the goal mouth and you have to try and lob it in. Easy.

Now this is a real contact sport, and tackles are more like muggings. Get within arm's length and hammer the fire button. One brief pummelling later, the ball has usually changed hands, leaving one player lying on the floor dripping life juice.

You can pass the ball to another player either directly by chucking it in the air, or indirectly by bouncing it off the high walls and pinball-type bumpers strategically placed around the arena. Hitting these bumpers increases your score, and there are star-shaped panels embedded in the wall which effect different bonuses.

Random pick-ups also appear in the shape of coins, tokens or armour. Coins go straight into the team kitty ready to buy new equipment; tokens have beneficial power-ups and affect entire teams; and armour and weapons are collected and utilised by individual players.

At the start of each bout you can pick your teamsters from the full complement of 12 (nine players, three subs). During the course of competitions other players also come up on the transfer market.

Having selected your team, you can then wander down to the 'gym' to equip your players. You begin with a set amount of cash which you can apportion to different areas such as power, speed, aggression, intelligence and so on. You can alter individual abilities to suit (like increasing the goalie's defensive capacity) or simply influence the team as whole.

Choose to play a friendly two-player game, practice in an empty arena or enter

Game	**Speedball 2**
Publisher	**Imageworks**
Cassette	**£10.99**
Disk	**£14.99**
Release	**September**
Contact	**071 928 1454**

POWER RATING

THE DOWNERS...

- Possibly short-lived for solo play

100

94%

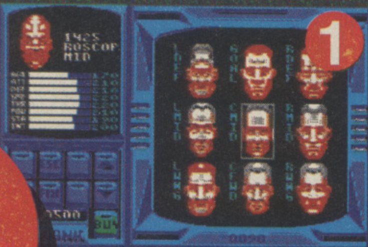
- **Utterly superb intro music and a good range of spot effects during matches**
- **Probably the fastest two-player team sport on the C64!**
- **Violent gameplay is incredibly addictive – and computer teams play a decent game**
- **Unbelievably, there's just a single load for the game itself**
- **Save game option helps sustain the offensive**
- **Tiny players are neatly defined and well animated**
- **Eight-way pitch scroll is smooth and fast**
- **Management section is well implemented and adds some depth to the sporting action**

0

...AND THE UPPERS

'DER MANAGEMENT

From the main management screen you can access all manner of wonderful menus, enabling you to alter your players' abilities, change the team line-up, check your game stats and keep an eye on your league position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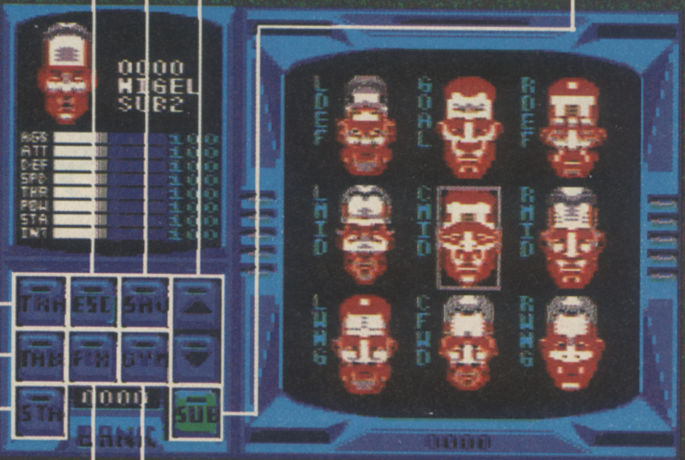
Click on ESC to move to next menu/begin play
Lets you save a team to tape or disk
Cycle between the different players in your team
Change player positions or call in your SUBstitutes
0000
NIGEL
SUB2
TRA
ESC
SAV
TAB
FIX
GYM
STA
SUB
BANK
LDEF
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CMID
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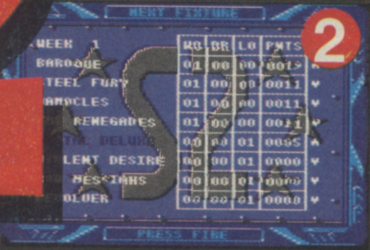
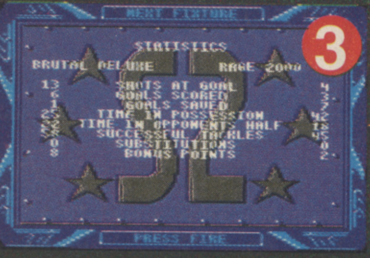
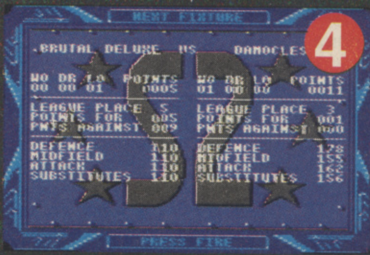
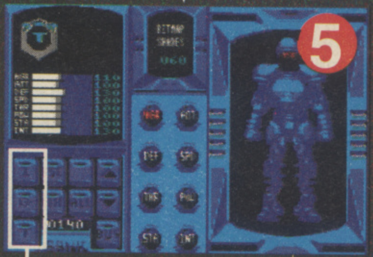
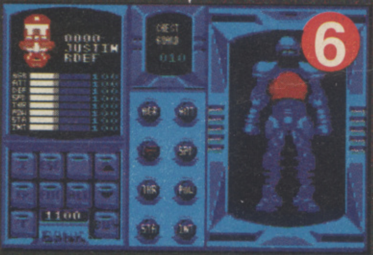
LWNG
CFWD
RWNG


2
NEXT FIXTURE
WEEK 1
WO
DR
LO
PNTS
PRESS FIRE


3
NEXT FIXTURE
STATISTICS
BRUTAL DELUXE
SHOTS AT GOAL
GOALS SCORED
GOALS SAVED
TIME IN POSSESSION
SUCCESSFUL TACKLES
SUBSTITUTIONS
BONUS POINTS
PRESS FIRE


4
NEXT FIXTURE
BRUTAL DELUXE VS DAMOCLES
LEAGUE PLACE
POINTS FOR
PNTS AGAINST
DEFENCE
MIDFIELD
ATTACK
SUBSTITUTES
PRESS FIRE

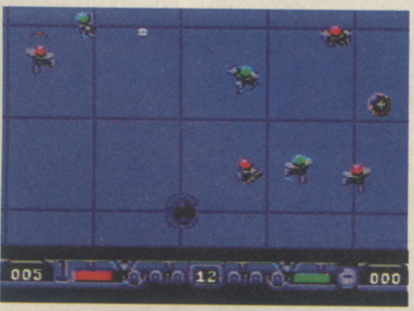



6
0000
JUSTIN
RDEF
1100
BANK

1 When the TRAnsfer button lights up, you know that some players have come up on the transfer market. You can cycle through potential purchases with the up and down arrows, and click on BUY to spend some dosh
2 The league TABle shows your current position in the league
3 Immediately after a game you can bring up a STAtistics sheet. This intriguing document outlines your previous performance
4 Your next FIXture can be revealed with a swift click. Basically, this lets you know how much trouble you're in...
5 The GYM screens allow you to equip your players (as long as you've collected enough money). There are eight different areas which can be powered-up, such as intelligence, aggression, speed and so on. Corresponding areas on the Speedballer light up to show where the cash is going, and the bar chart at top left shows the improved player attributes
6 You can apportion money by Team (all players share the goodies equally), by Group (defence, midfield or attack), or according to the Individual

into league, knockout or cup matches. Alternatively, if you're not feeling up to the joystick challenge you can simply act as coach-cum-manager and guide your team from the sidelines. Set up the player stats as you want, and let them battle it out! And don't worry about the longer campaigns running through tea-time: you can save your games and teams out to tape or disk. Now is that user friendly or what?

The beauty of *Speedball 2* is that for once, C64 owners get the whole thing: not just a cut-down, crippled version of the 16-bitter. Gameplay is pretty much identical and although the graphics aren't as flashy, it's all there: intro (plus superb Martin Walker theme tune), management screens, animation, the lot.



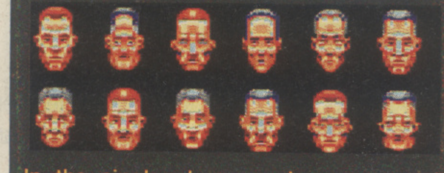
The cross pick-up on the far right is a goodie: all your team members have their attributes increased to maximum!

Anyone that blows serious cash trying to pick up a decent soccer sim (and my God there's some crap on the market) should think seriously about this game. OK, so it doesn't have some permed prima donna on the cover, but at least it plays a damn good game. The two-player option is the business, but even solo Speedballers have more than enough to get their teeth into.

Speedball 2 is simply stupendous – full marks to Carl Muller (code) and Alan Tompkin (graphics). If this title doesn't hit number one in the charts, I think I'll quit reviewing and go and write naff soccer games for a living instead.

STEVE

The acceptable face of violence



In the single player mode you control Brutal Deluxe, the meanest bunch of speedball players you're ever likely to meet. Going by such fearsome names as Graham (eek), Darren (brrr) and (I can hardly bring myself to say it) Nigel. Well, you can just imagine these warriors striking fear into the hearts of the enemy: 'Oh my God!' comes the whisper from the opposing team... 'they're playing Justin!'. Urgh, makes me shiver just thinking about it. (*Erm... Steve, are you sure about this? – Dep Ed.*)

C64 Repairs

If something is wrong with your Amiga 500 or C64, who better to turn to than the Commodore National Repair Centre.

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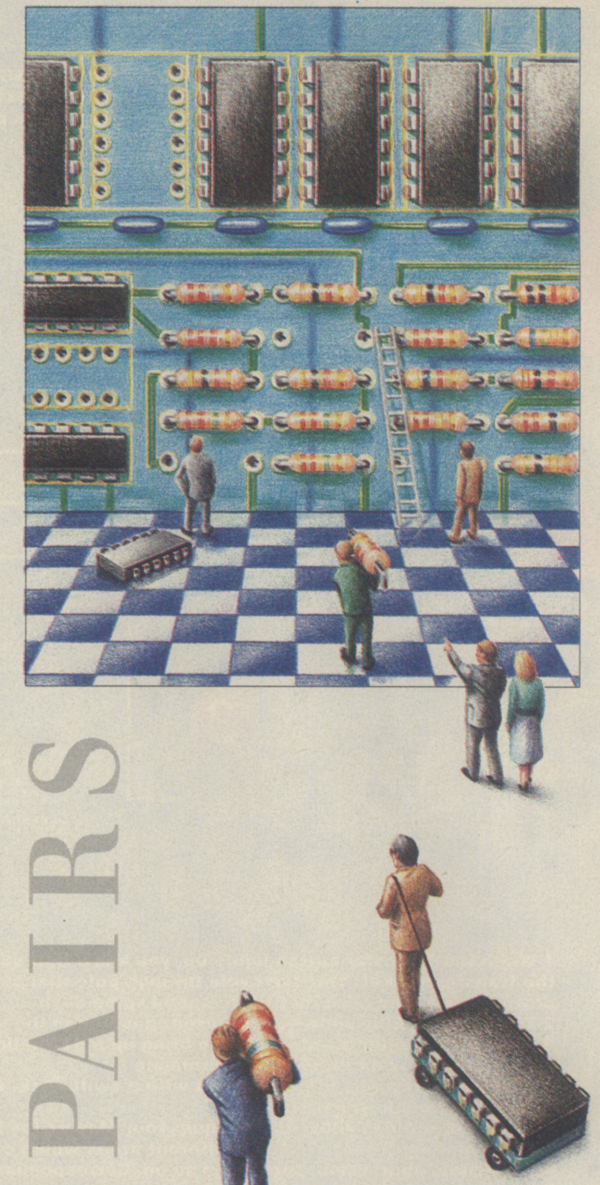


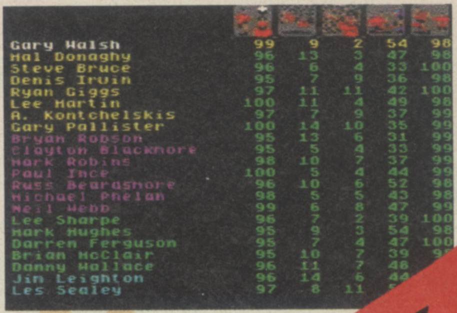
C64 REPAIRS

£39.95 COVERS ANY REPAIRS

Krisalis have made a two-pronged attack on the soccer gaming market with this one, for contained within the packaging is a management game and an arcade game rolled into one.

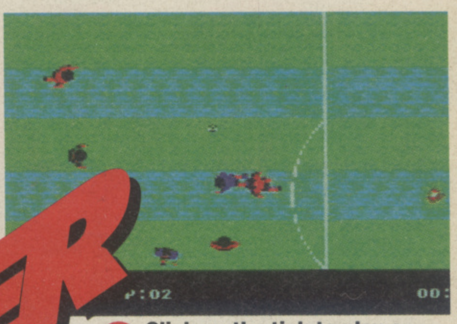
The fusion of the two game styles is handled fairly well. The main option menu contains a 'play game' icon. Select it and you have to physically take part in each and every match played. De-select it and all you need to concentrate on is the management side.

You can use this icon at the end of every season, giving you a chance to reconsider.



```
Gary Walsh            99    9    2   54   98
Mal Donaghy           96   13    3   47   98
Steve Bruce           96    6    4   33  100
Denis Irwin           95    7    9   36   98
Ryan Giggs            97   11   11   42  100
Lee Martin           100   11    4   49   98
A. Kontchelskis       97    7    9   37   99
Gary Pallister       100   14   10   35   99
Bryan Robson          95   13    6   31   99
Clayton Blackmore     95    5    4   33   99
Mark Robins           98   10    7   37   99
Paul Ince            100    5    4   44   99
Russ Beardsmore       96   10    6   52   98
Michael Phelan        98    5    5   43   98
Neil Webb             99    6    8   47   99
Lee Sharpe            96    7    2   39  100
Mark Hughes           95    9    3   54   98
Darren Ferguson       95    7    4   47  100
Brian McClair         95   10    7   39
Danny Wallace         96   11    7   48
Jim Leighton          96   14    6   44
Les Sealey            97    8   11
```

Ⓐ Why not scrutinize each individual player's abilities? (Er, cos it's tedious)



Ⓑ Click on the tick to play a match. Here we can see a foul most... well, foul in progress

MANCHESTER UTD EUROPE

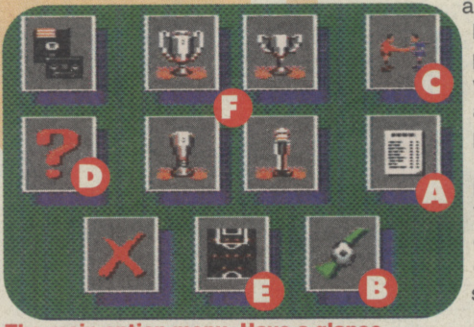
The game is icon driven to a large degree, the only exceptions being name changes for the players and so on. Unfortunately it's not immediately obvious what the options are but a quick scan of the manual solves this.

On the management side you can choose from four different cup competitions, the European Cup, the European Cup Winners' Cup, The UEFA Cup and the European Super Cup. There is also a World Club Championship.

Once into a competition a menu gives you the option of changing various aspects of your team to greater or lesser degree. The formation is one option while team line up (of goalies, defenders attackers and so on) can also be changed. Complementing these options are statistical screens aplenty. These display your current placing in cup tournaments and the individual status of each and every player, including a breakdown of individual skills.

If you're playing in management/ arcade mode, the match variables which can be adjusted are match length, one or two player option, and whether the players are joystick or computer controlled.

Your options are brilliantly implemented. The icon system couldn't possibly be easier to use. Having said that, as management games go the gameplay is not nearly sophisticated enough.



The main option menu. Have a glance around the page to see what each icon represents. The top left icon is the save option

Some all-powerful deity plays in goal for the opposition while yours has been lovingly hand picked from the nearest vegetable patch. He almost never gets a grip on the ball during an attack and invariably throws it back to an opposing player. It also takes too long for the computer to acknowledge your players' proximity to the ball. By the time you have control of a player the opposing team has the advantage.

Because you have to try twice as hard to achieve half as much as the other team, there's no incentive to keep playing. On that basis, it can't be recommended.

ANDY

Game	**Man Utd Europe**
Publisher	**Krisalis**
Cassette	**£11.99**
Disk	**£15.99**
Release	**Out now**
Contact	**0709 372290**

POWER RATING

THE DOWNERS...

- In isolation the management game is not nearly sophisticated enough
- The same applies to the arcade section
- You and your opponents are unevenly matched
- There's no scanner of the pitch so you're never certain where all the players are
- Response is slow

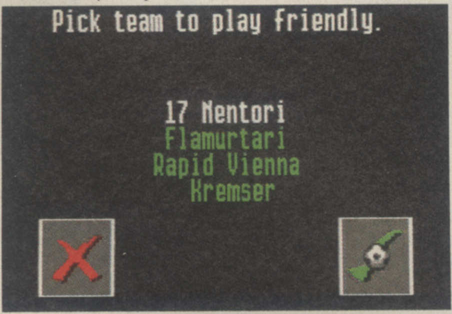
100

58%

0

- **Including two soccer sim' types gives added life to a tried and tested formula**
- **The icon system is fabby**
- **Good arcade graphics and slick management section**
- **Four different tournaments each with a wealth of teams to play against**

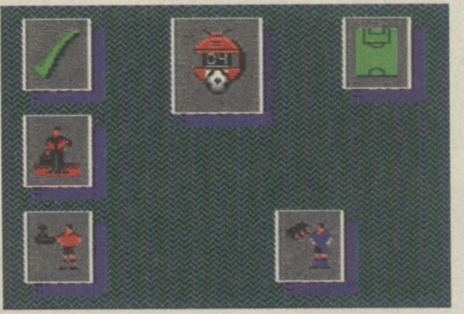
...AND THE UPPERS



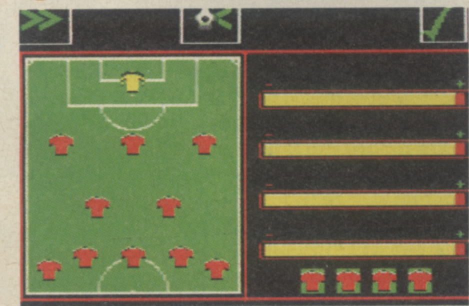
Pick team to play friendly.

17 Nentori
Flamurtari
Rapid Vienna
Kremser

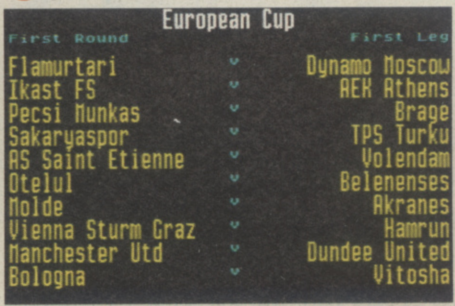
Ⓒ Why not play a friendly match against any team in the league (less pressure)



Ⓓ Arcade options. Change match length, your name or the control method



Ⓔ Ooh look! From here you can change the formation and line up of your team



```
                 European Cup
First Round                        First Leg
Flamurtari          v       Dynamo Moscow
Ikast FS            v          AEK Athens
Pecsi Munkas        v               Brage
Sakaryaspor         v           TPS Turku
AS Saint Etienne    v            Volendam
Otelul              v          Belenenses
Molde               v             Akranes
Vienna Sturm Graz   v              Hamrun
Manchester Utd      v        Dundee United
Bologna             v             Vitosha
```

Ⓕ View any of the four cup league tables. You can see who you're playing next

OUT RUN

Blimey, whose is that car in the car park? Whaddya mean, it's a nicked Porsche? Our reviewer looks into a late arrival from US Gold and ends up having to explain a few expensive write-offs. Fortunately, his review isn't one of them. Rev it up for us, Mister Reviewer

Surprise! Bet you weren't expecting this one. The thing is, it arrived a bit too late to be mentioned on the cover, but we squeezed it in anyway. Once again your super soaraway *CF* gets you the exclusives on all the best new games.

You must all have heard of *Out Run* and if you haven't, all I'll say on the matter is that it was a mega-successful coin-op that converted into an average home computer conversion and went on to sell heaps. This time around, those US Gold folk have merely taken the *Out Run* name and produced an original game exclusively for the home gaming market.

accelerate and the peelers fly out of view at a speed approaching that of light

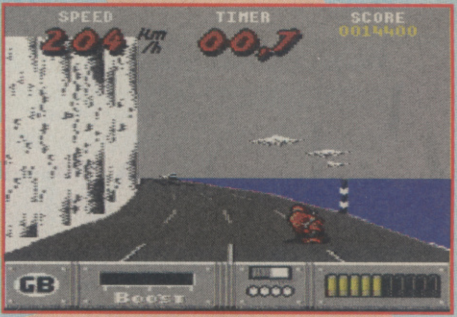
This seems to have worked better for them, 'cos I can tell you now, this is a bit of a stonker. You play a top secret agent who has been stupid enough to let some rotters run off with a briefcase full of secrets (*which is more realistic than it sounds – Ed*). Still, he quickly makes up for his gross stupidity by using a bit of initiative. He nicks a motorbike and sets off in pursuit of the thieves. However, fate decides to belch in his face once more. Now the authorities think he's nicked the secrets and are chasing after him, as well as the thieves' cohorts who are also in pursuit. Worse still, while he was hot-wiring the bike he broke one of his fingernails...

The first section sees you playing the hero as he speeds from London to Dover. Being the first level, it's also the easiest, the bike sticks to the road like glue and there is plenty of bonus boost juice to pick up along the way.

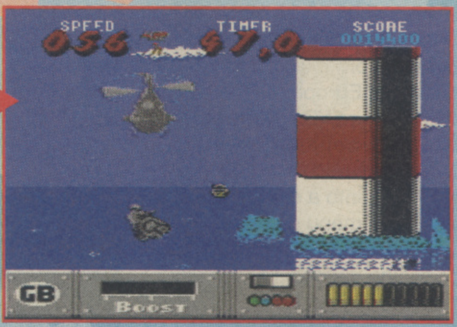
As you speed along there are a number of hazards to watch out for. Bends in the road aren't hazardous when you're alone, but get caught on the outside when an adversary appears and he'll try to ram you off the tarmac. Real problems occur when hills appear on the road. Unless you centre the joystick before you go over them you tend to perform an all mighty jump which sends you hurtling right or left into the scenery. On early levels you can get back on the road and complete the course, if you're lucky. But as you'd expect, later in the game the time limits get much tighter and one crash will put you out of the running for sure.

Your enemies appear at random and try to run you off the road. There are two ways of getting out of this situation. You can either ram them back – after about six hits they give up and go home – or you can use your boost button to out run them. You're better off trying to ram them though as you need the precious boost to out run the police.

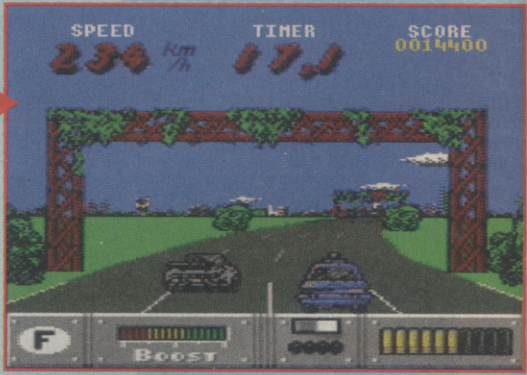
Yes you heard me – the police. When you hear a siren, it's only a matter of seconds before the squad car eases up alongside you. The easiest way to ditch the beggars is to hit boost. You then accelerate and the peelers fly out of view at a speed approaching that of light. If you don't use boost, they tend to hang around



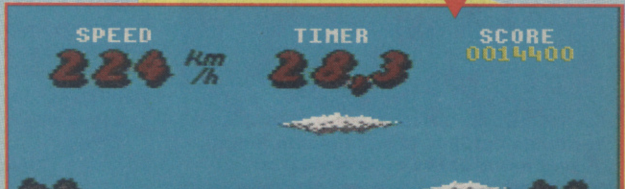
There may be blue birds over here somewhere but there'll be dead spy all over the road unless you cut a few sharp corners



Having traded bike for jetski (*with whom? Ed*) it's time for a spurt across the channel (and a crash course in helicopter dodging)

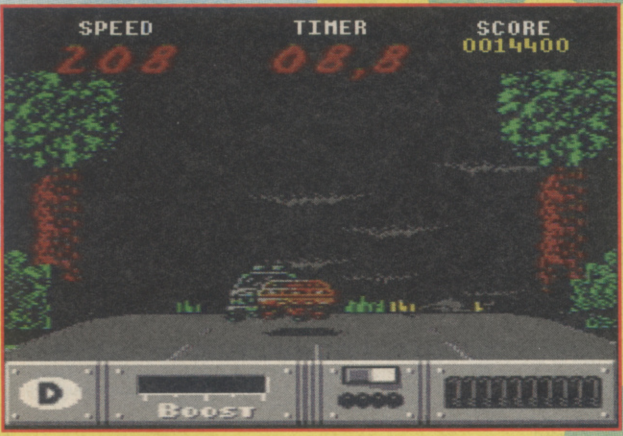


Not the hanging gardens of Babylon but the vinyards of France. Don't worry about driving on the right and don't stop



By the time you get to Spain your reputation has gone before you. The police get on your case very quickly. Not a chance of a siesta, matey. It's full speed all the way

EUROPA



No, this isn't acid rain over the Alps, this is Germany at night, mein Freund. I'm out of boost but can you blame me, I've just covered a continent. Let's get serious: tailgating a police car like this will get you arrested in no time

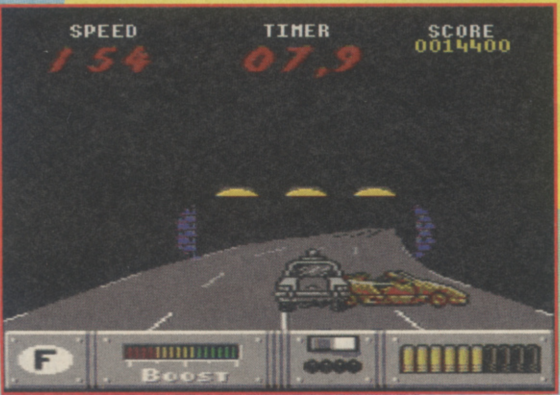
like a fly round mouldy vegetables and it's only a matter of time before you're arrested. Take note.

So are the odds all stacked against you? Not quite. As well as extra boosts, you can pick up boxes of ammo; they're completely useless on this level but you need them for later on.

One more thing to mention is the time limit. This starts off very low but, fortunately, each section is divided into segments. If you finish a segment within the time limit, the timer immediately gets replenished a bit so that you can at least attempt the next segment.

In level two, you've stolen a jetski and have to nip across the channel to France. This time other jetskiers try to turn you into flotsam as you cross the channel. If that isn't enough to complain about, helicopters drop depth charges onto you. In this section you don't have boost but you can shoot down the helicopters (told you that ammo would come in useful).

In level three you're back on dry land and you're kleptomania shows no signs of clearing up. This time it's a Porsche you've 'acquired'. This level, a jaunt through France, and the next level, a screech round Barcelona, are very similar to level one in content. The major differences are the time limit is tighter and the car doesn't handle as well as the bike.

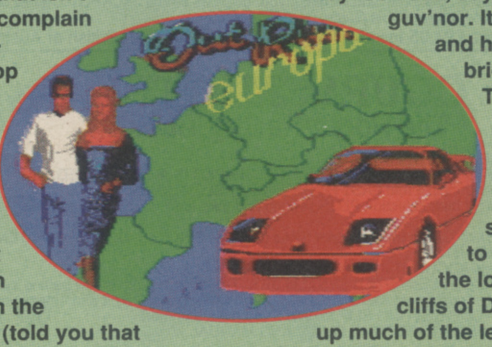


Argh, nicked! Those Fiats are flamin' fast. Well, we still have to get to Germany, so in the interests of making this the best review you'll ever read, we'll keep going

In level five your sticky little digits have got hold of a speedboat to take you across the Mediterranean to Italy. We're nearing the end now.

Once you've got your land legs back you purloin a Ferrari F40 and drive to Switzerland, over the Alps to Germany, tap the thieves on the shoulder and utter the words, 'I say old chaps, I do believe you have something that belongs to me.'

They look sad, say, 'Okay, guv'nor. It's a fair cop,' and hand over the briefcase.



The graphics in *Out Run Europa* are stunning, from the scrolling road to details like the looming white cliffs of Dover taking up much of the left hand side of the screen. The action itself is also fast and frantic. The controls leave you free to concentrate on your driving, and you need to. There's nothing complex about the gameplay, it's just slick.

ANDY

Game	Out Run Europa
Publisher	US Gold
Cassette	£11.99
Disk	£16.99
Release	September
Contact	021 625 3388

POWER RATING

THE DOWNERS...

- Some of the levels are a little too similar to each other
- If anything, controls are too simple

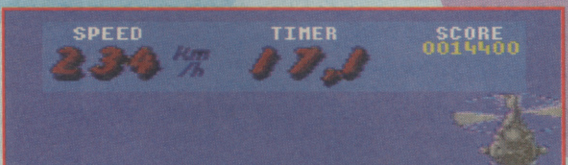
100

87%

- The soundtrack is racy and excellent all round
- The sound effects will completely flood your carb
- The graphics are a marvel – from the white cliffs of Dover to shadows cast on cars
- Seven massive levels
- Each vehicle handles differently (a great feature)
- Presentation is spot on. Inbetweeny screens keep the plot moving
- Highly responsive controls make you feel in control
- Spiffing sprites seem to have a life of their own

...AND THE UPPERS

0



We're going to cross the Mediterranean by speedboat assuming these boisterous beach bums don't clog the coastal waters (with depth charges!)

Going abroad

Commodore Format has some useful advice for those of you about to go abroad.

- Do decide where to go.
- Take your C64 with you or you'll be bored.
- Remember to come back in time to buy the next issue.
- Say hello to everyone for us.
- Do eat the local food. Otherwise you'll die of hunger.

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- 'WE HAVE WON MANY THOUSANDS' - Mr P E Roberts of Dorset.
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- Predicts Homes, Aways and draws.
- No fiddly typing in of team names: Unique indexing system for quick entry of fixtures and results - just type in the results each week from your usual newspaper and the program updates itself.
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- Can be used for league and cup matches.Updates season after season. No need to buy a new copy every season.
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- TRACKMASTER accurately predicts the likely first, second and third in any race.
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- Maintains a BANK ACCOUNT of your BETTING.
- UNIQUE COMPUTER DRIVEN STAKING PLAN - JUST FOLLOW IT FOR GUARANTEED SUCCESS!

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CHORLEY, LANCASHIRE PR6 7BR. OR PHONE/FAX FOR LIGHTNING FAST SERVICE ON
02572 76800 (Office Hrs & 24 Hr Order Line), 0490 3284 (Helpdesk 3-4PM Weekdays) Fax 02572 74753

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SEGA MEGADRIVE LINE 0839 - 007795

bet you wish you had one of these fantastic consoles
someone will win one. it could be YOU!

GAME GEAR LINE 0839 - 007795

The official UK game Gear is here!! You can win one
by dialling this number. Do you want to miss out?

SOFTWARE SUPRISE - RING 0839 - 007795

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solve all these problems by winning a huge amount of software

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If you are under 18 please get permission to use the telephone
PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR

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Andy Dyer's GameBusters

Start here for seven pages of terrific tips and magnificent maps

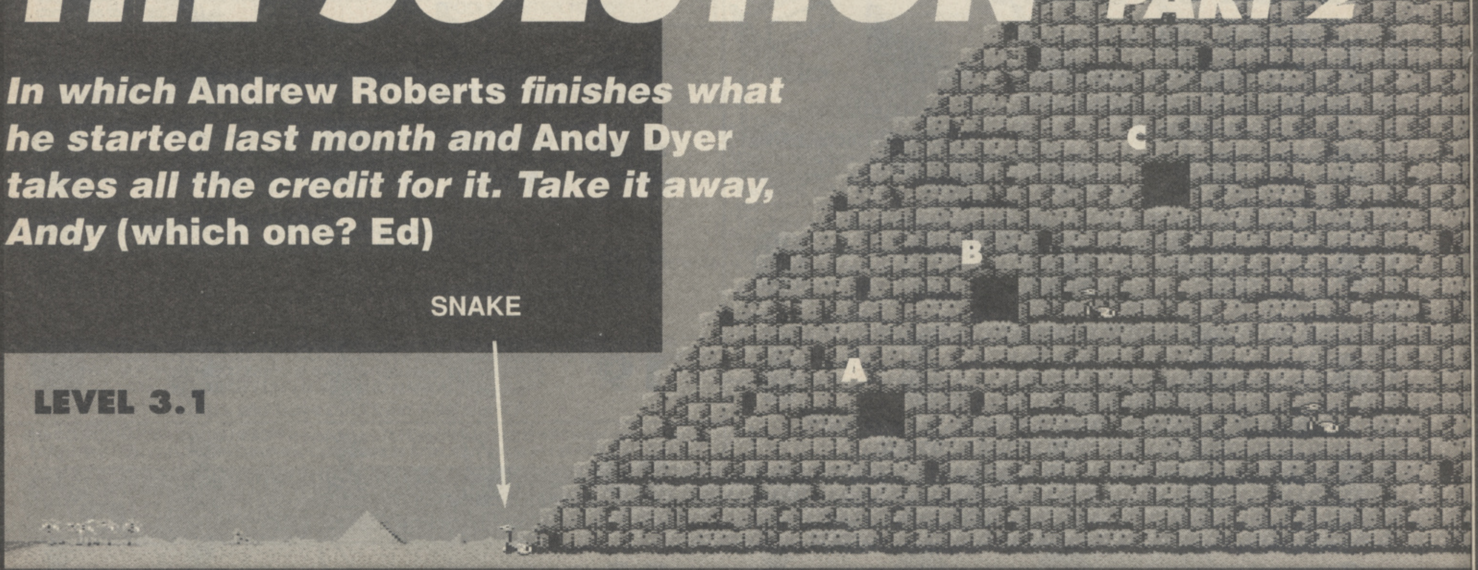
NIGHT SHIFT CODES

SHIFT	CODES				SHIFT	CODES			
1	🍌	🍌	🍌	🍌	16	🍌	🍌	🍍	🍌
2	🍒	🍌	🍌	🍋	17	🍌	🍑	🍒	🍑
3	🍌	🍒	🍍	🍑	18	🍑	🍋	🍋	🍑
4	🍍	🍋	🍍	🍍	19	🍋	🍍	🍒	🍑
5	🍍	🍍	🍋	🍒	20	🍒	🍍	🍍	🍒
6	🍒	🍑	🍑	🍍	21	🍋	🍒	🍍	🍍
7	🍒	🍍	🍋	🍌	22	🍑	🍋	🍒	🍌
8	🍍	🍌	🍍	🍒	23	🍑	🍒	🍒	🍋
9	🍍	🍋	🍋	🍒	24	🍑	🍍	🍋	🍋
10	🍋	🍌	🍑	🍑	25	🍌	🍍	🍍	🍋
11	🍌	🍍	🍒	🍑	26	🍑	🍒	🍒	🍌
12	🍒	🍑	🍌	🍑	27	🍌	🍒	🍋	🍌
13	🍑	🍒	🍌	🍍	28	🍑	🍌	🍌	🍍
14	🍍	🍒	🍑	🍌	29	🍒	🍑	🍒	🍍
15	🍑	🍑	🍍	🍍	30	🍒	🍒	🍌	🍑

MYTH - THE SOLUTION

PART 2

***In which* Andrew Roberts *finishes what he started last month and* Andy Dyer *takes all the credit for it. Take it away, Andy* (which one? Ed)**

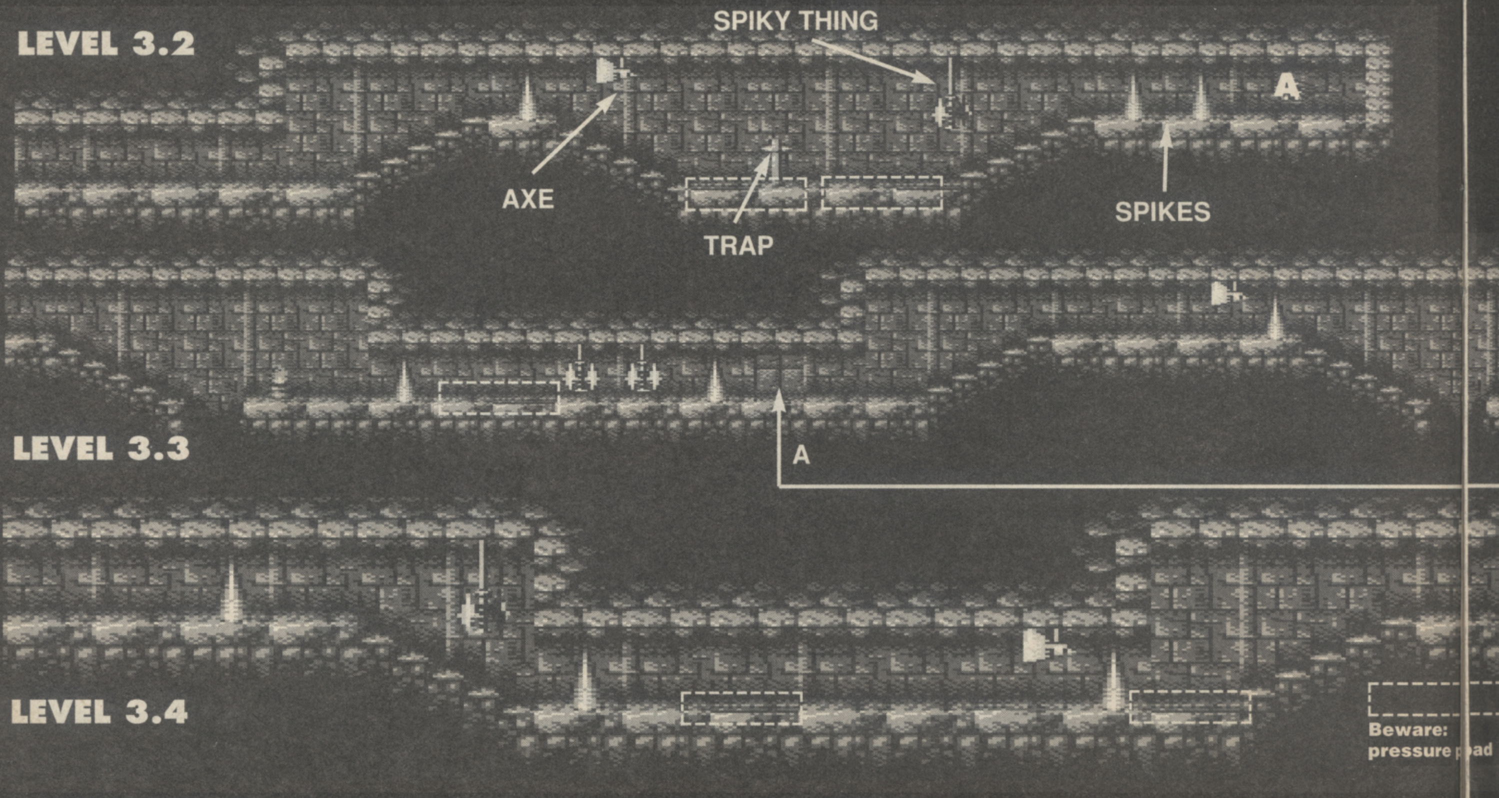


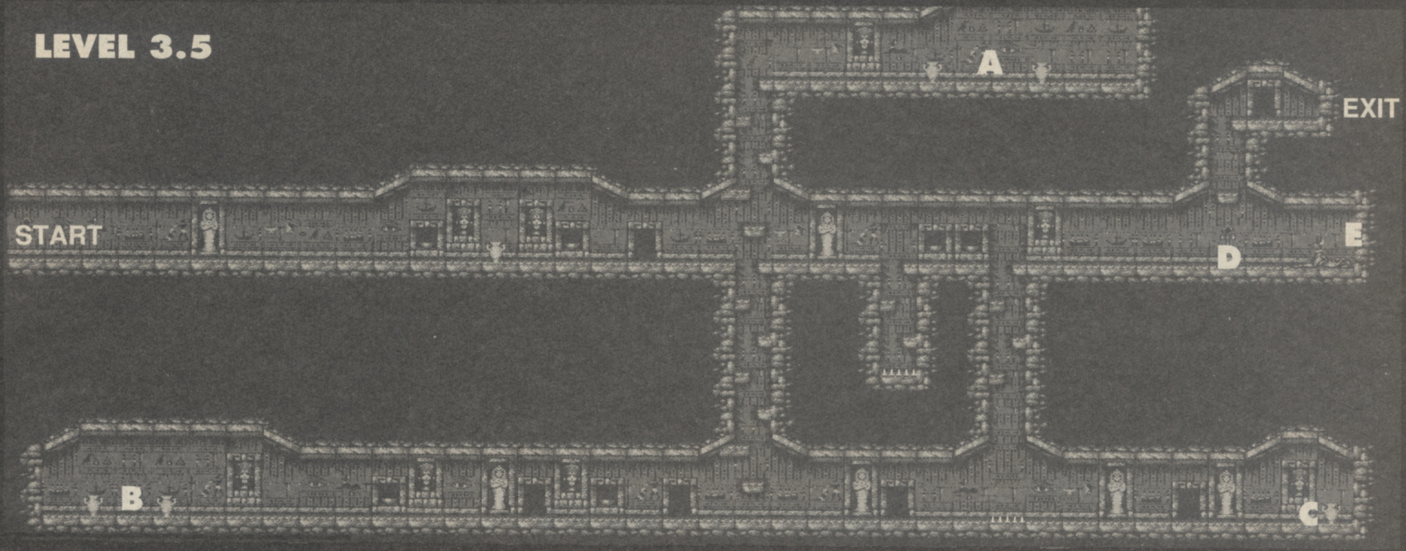
LEVEL 3.1 - THE DESERT

This is an incredibly difficult level. You'll be very lucky to get through it unscathed. Use your sword, and run right towards the pyramid. Kill the snake at the base of the pyramid, then jump up to the door marked (A). You are now in the tunnel 3.2 – make your way past the multitude of traps and collect Atum's Eye (A) from the end of the tunnel. Then carefully head back the way you came. Outside the pyramid again, jump up to the door marked (C) to appear in tunnel 3.4.

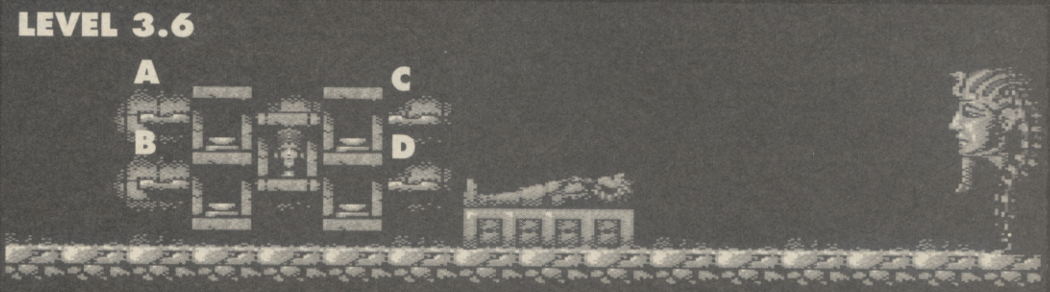
Again traverse the level with extreme care, avoiding the traps and spikes. Kill the snake at the end and go through the door. You are now at point (A) in tunnel 3.3; normally if you enter this tunnel from the doorway outside the pyramid (B on level 3.1), you reach an impass – a spike blocks your path: there's no way of getting past it. However, since you have entered via tunnel 3.4, you arrive just past the impossible bit – it's clever, isn't it?

Continue past the traps and spikes until you reach the exit. Note that traps don't





appear until you stand on related pressure pads, but because we're loveable and cuddly and just... well... so super, we decided to stick them on the maps for you. If a spike blocks your path, standing on a nearby pressure pad often shifts it. To get past a moving spike safely, run past it just before it disappears into the ground (or jump over it if possible). To get past the axe, wait until it whizzes overhead, then run for your life.



LEVEL 3.5 – INSIDE THE PYRAMID

Use your sword to kill any goons who get in your way. Work your way up to point (A) and kill the two blokes to gain a headdress and an Ankh. The headdress is an extremely powerful weapon, so use it as soon as you've collected it. Smash the vases and collect the Canopic jar from inside. Move down to point (B), killing any mummies you meet, and again smash the vases and collect the two Canopic jars. Go to point (C), and collect the Canopic jar as before. You should now have FOUR Canopic jars in your possession – if not, retrace your steps until you find the elusive jar. Now go to Anubis' dog (E), stand in front of the Ankh symbol on the wall (D) and use your Ankh. The symbol will start to glow – stand in front of it to gain free energy. By this time the dog will be firing at you; select and use Atum's Eye, and press fire to launch a laser volley at the dog. When it dies (aaaahhhhh!) collect the gift which it leaves behind. You now have the ability to jump great heights, so jump up to the exit.

LEVEL 3.6 – KING TUT'S TOMB

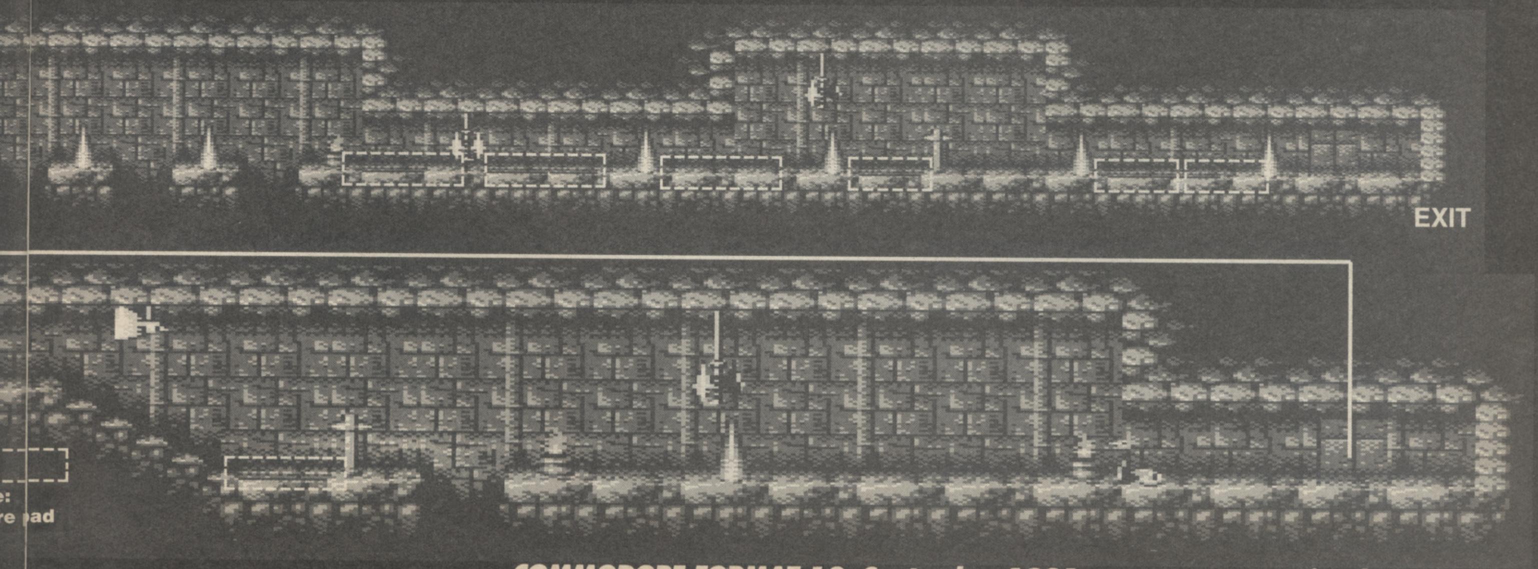
Be very careful here, as one mistake will be fatal. The four jars which you collected have symbols on the top; a duck, a goose, a face mask, and a dog's head. Drop the goose on shelf (A), the duck on shelf (B), the face mask on shelf (C), and the dog on shelf (D). Don't worry if the jars look confusing; as soon as you drop one, symbols appear to show you where to deposit the other jars. As soon as all jars have been correctly placed, walk to the right. A bolt will fly from the coffin towards you, which will bestow upon you the ability to fly. Avoid the beam between the mask and the coffin, then repeatedly shoot the eye on the mask while avoiding the firebolts. Eventually the mask explodes, and you'll be taken to...

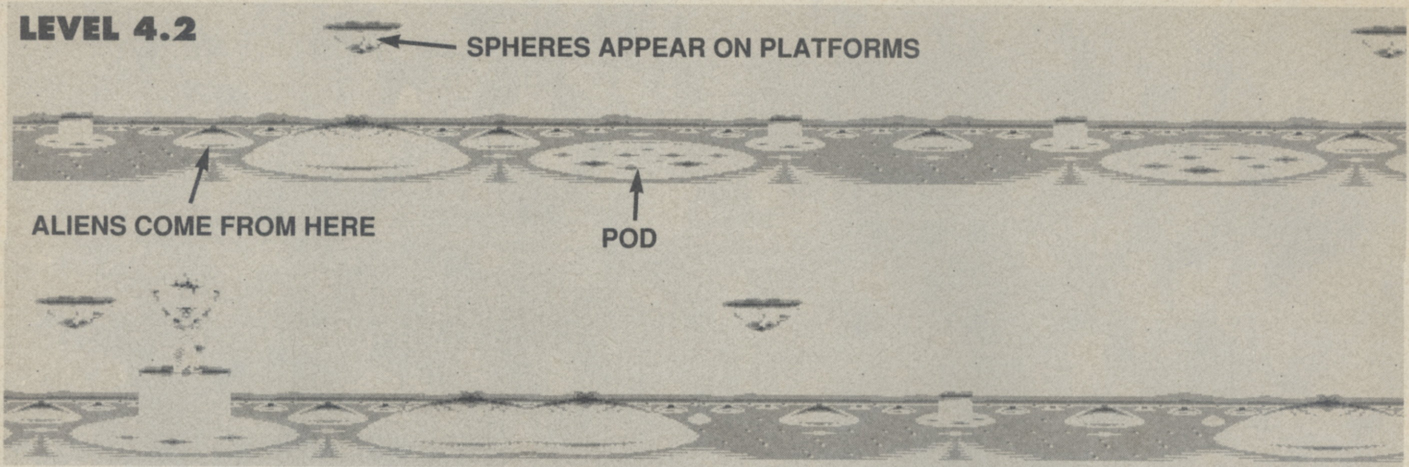
LEVEL 4.1

No map for this level, due to it being a fast shoot 'em down. Kill everything that comes towards you, and collect the special icons to gain rapid fire and a rather special weapon (which you should save for later). Shoot attack waves before they have a chance to fill up the screen, to prevent them firing back.

LEVEL 4.2

As before, shoot first and think later. The black orbs which sit on the raised platforms





are quite a problem – the longer they are left the more lethal they become. The holes in the ground should be treated with caution, as aliens have a nasty habit of appearing from them suddenly. This applies to the pools too, from which all manner of nasties emerge.

At the end of the level two demons will rise out of the pools. Shoot the right hand one using your special weapon, and avoid the fireballs at all costs. As soon as he is disposed of, you are confronted with Dameron himself. Shoot the heads in the order shown on the screenshots until he is completely bald (insert Steve Jarratt-related joke here) and then shoot his eye until he is destroyed. Congratulations, you've completed *Myth*, so enjoy the fab end sequence for yourself! Sincere thanks to Adrian Cale of System 3 for his unparalleled assistance, and to Jason Mackenzie for pioneering the 'DIGISCAN' system (without which I'd have to draw all the maps by hand).

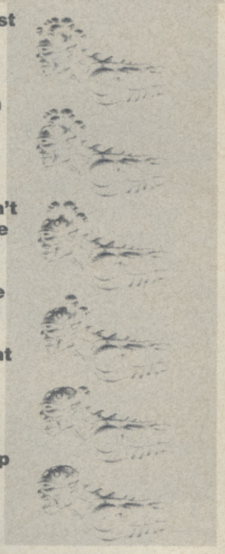
LIFESAVING CHEATS

Try the following Action Replay POKEs for infinite lives:

POKE 24830,165 (Level 1)
POKE 24882,165 (Level 2)
POKE 24952,165 (Level 3)
POKE 23672,165 (Level 4)

And for owners of the cartridge version, here are some nifty key combinations – simply hold down the keys shown to skip levels.

LEVEL 1 – Hold down *both* SHIFT keys and F1
LEVEL 2 – Hold down N, E and 3
LEVEL 3 – Hold down CTRL, 1, 2 and 3
LEVEL 4 – Hold down 4, RUN/STOP, £, ", !, $ and @



This is the very last baddie that will put up any kind of a struggle. His head is covered in skulls and, as you can see, as you destroy the skulls he becomes more irate (well, wouldn't you). But shoot the skulls in the order you see here and then shoot the eye until he's well and truly topped.

We just thought we'd tell you this, otherwise you might get all the way there only to be beaten to a pulp

SAMARITAN'S CORNER

THE UNTOUCHABLES

Simply *loads* of people have written in for help with this rather scrummy game, including **Darren Quigley** and Mr. A. Nonymous. If you're in the same boat, try the following cheat: type TECHNIQUE on the prohibition screen, enabling you to press the BACK ARROW key to skip levels, as well as using F7 to top up any lost energy.

DRAGON'S LAIR II

Darren Quigley and **Paul Smith** are utterly rubbish at this game, and they don't mind admitting it. As a reward, they can enter the following listing for infinite lives.

```
10 FOR I=49152 TO 49220:READ
A:C=C+A: POKE I,A:NEXT
20 IF C=7747 THEN PRINT "INSERT CAS-
SETTE AND...":SYS49152
30 PRINT "DATA ERROR":END
40 DATA 169,1,168,170,32,186,255,
169,0,32,189,255,32,213
50 DATA 255,169,96,141,45,9,169,1,
141,215,8,162,29,189,39
60 DATA 192,157,96,1,202,16,247,
76,32,8,120,72,169,76,141
70 DATA 241,69,169,118,141,242,69,
169,1,141,243,69,104,88
80 DATA 76,0,68,169,165,141,16,
16,76,0,12
```

MORPHEUS

An easy game this isn't, and **Tom Davis** from Bangor would heartily agree with me. So, type in this listing for infinite energy, plus a simply huge amount of money to spend—with which you can purchase the biggest ship with all mod-cons. And by the way, Tom, your handwriting is dreadful.

```
5 PRINT CHR$(147)10 FOR A=1024 TO
1095:READ B:POKE A,B:NEXT
20 SYS 1024
30 DATA 32,44,247,32,108,245,169,
32,141
50 DATA 117,3,169,24,141,118,3,169,4
60 DATA 141,119,3,76,167,2,169,
41,141
70 DATA 143,8,169,4,141,144,8,238,
32,208
80 DATA 173,13,220,96,169,54,141,
91,8
90 DATA 169,4,141,92,8,76,16,8,169,0
100 DATA141,48,15,169,173,141,122,66
110 DATA 169,28,141,219,70,76,16,8
```

IMPOSSIBLE MISSION II

Robert Wright wanted a reset POKE, but because we're so loveable here at *CF*, we've gone one better. Type in the following listing, then RUN it for considerably less collision detection, and infinite time to boot.

```
10 FOR X=544 TO 619: READ Y:
C=C+Y:POKE X,Y:NEXT
20 IF C=8934 THEN POKE157,128:SYS544
30 PRINT "DATA ERROR"
40 DATA 32,104,225,169,11,141,208,
8,169,58,141,209,8,76
50 DATA 16,8,72,77,80,169,32,141,
100,178,141,164,190,169
60 DATA 78,141,101,178,141,165,190,
169,2,141,102,178,141
70 DATA 166,190,76,230,159,169,0,
141,17,49,141,23,63,141
80 DATA 138,102,169,173,141,31,63,
169,234,141,18,49,169
90 DATA 169,141,16,49,238,32,208,96
```

If you are stuck on *any* C64 game, no matter how old, then write to: Samaritan's Corner, Commodore Format, 30 Monmouth Street, Bath, Avon, BA12BW. Give us all the details you can and we will help you.

FRAME BUSTERS

GHOSTS AND GOBLINS

These POKEs come from **Michael Cooper** in Sheffield.

(AR) POKE 2203,(0-3) – infinite lives
(AR) POKE 2214,(1-5) – to start on any level
(AR) POKE 7086,0 – makes the zombies jump around on level one
(AR) POKE 7086,13 – this makes the zombies carry you around without killing you

LED STORM

```
1 FOR X=525 TO 555 : READ Y : C=C+Y
: POKE X,Y : NEXT
2 IF C=3309 THEN POKE 157,128 :
SYS525
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 24, 141,
86, 9, 169, 78, 141
5 DATA 88, 9, 76, 16, 8, 72, 77, 80,
238, 32
6 DATA 208, 169, 165, 141, 219, 31,
141, 234, 29, 96
```

IMPOSSAMOLE

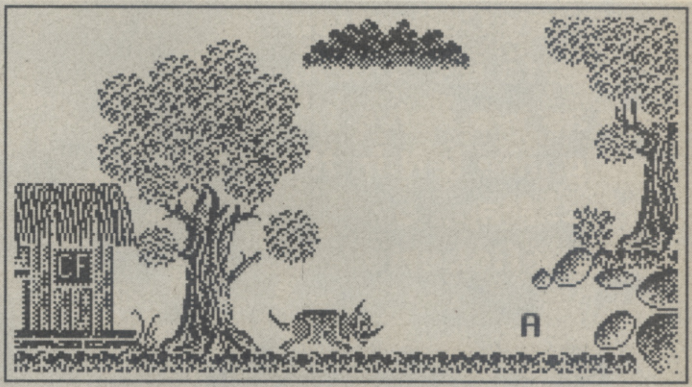
```
1 FOR X=268 TO 303 : READ Y : C=C+Y
: POKE X,Y : NEXT
2 IF C=4067 THEN POKE 157,128 :
SYS268
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 1, 141,
206, 2, 96, 72, 77, 80
5 DATA 169, 37, 141, 233, 193, 169,
1, 141, 234, 193, 76, 24
6 DATA 193, 169, 173, 141, 60, 23,
141, 192, 76, 76, 0, 5
```

RED HEAT

```
1 FOR X=368 TO 403 : READ Y : C=C+Y
: POKE X,Y : NEXT
2 IF C=3641 THEN POKE 157,128 :
SYS368
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 32, 141,
84, 3, 169, 134, 141, 85
5 DATA 3, 169, 1, 141, 86, 3, 96,
72, 77, 80, 173, 32
6 DATA 208, 72, 169, 165, 141, 36,
12, 141, 230, 13, 104, 96
```

FANTASY WORLD DIZZY

I don't know – we printed a complete map and solution only last issue and people are still having trouble. In particular, **Andrew Holmes** and **T Hill** are both unable to get past Armarog. Still, that's what we're here for. And to tell the truth, this bit had me stumped for a while, too. Check out the screenshot above – stand at position 'A' and drop the bone. Armarog will run into his cave and stay there, allowing you to pass him by safely. Perhaps now, the *Dizzy Collection* has finally been laid to rest. Or then again, perhaps not...



Collect the boulder, then stand at position 'A' and drop the bone. Armarog will run into his cave, allowing you to pass.

POWER PACK POKES

LIGHTFORCE

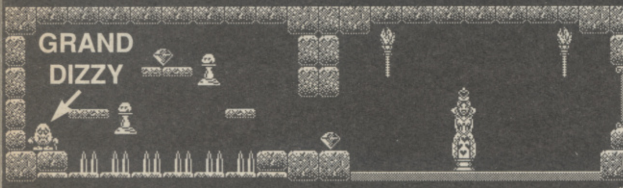
```
0 REM LIGHTFORCE CASSETTE CHEAT
1 FOR X=520 TO 624 : READ Y : C=C+Y : POKE X,Y : NEXT
2 IF C=12087 THEN POKE 157,128 : SYS520
3 PRINT "DATA ERROR"
4 DATA 32, 44, 247, 160, 17, 140, 64, 3, 136, 140, 62, 3
5 DATA 32, 108, 245, 169, 32, 141, 233, 16, 169, 61, 141, 234, 16
6 DATA 169, 2, 141, 235, 16, 162, 157, 189, 158, 16, 157, 158, 2
7 DATA 202, 208, 247, 169, 166, 141, 20, 3, 169, 2, 141, 21, 3
8 DATA 208, 254, 141, 13, 220, 72, 169, 32, 141, 240, 3
9 DATA 169, 82, 141, 241, 3, 169, 2, 141, 242, 3, 104, 96
10 DATA 169, 93, 141, 214, 112, 169, 2, 141, 215, 112, 96, 95, 2
11 DATA 169, 173, 141, 155, 55, 169, 169, 141, 109, 55
12 DATA 169, 0, 141, 110, 55, 108, 22, 0
```

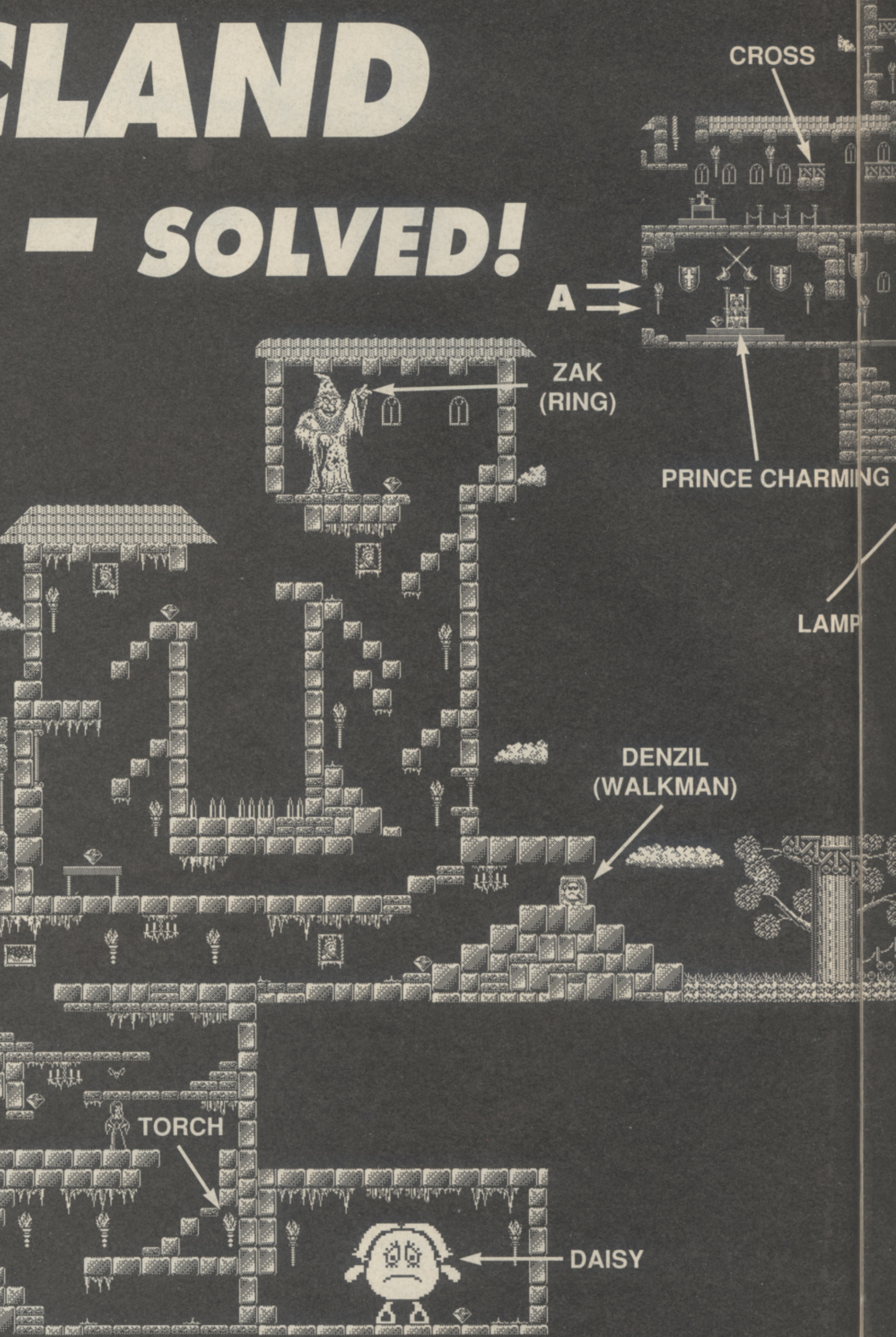
PITFALL 2

```
0 REM PITFALL 2 CASSETTE CHEAT
1 FOR X=517 TO 571 : READ Y : C=C+Y : POKE X,Y : NEXT
2 IF C=5489 THEN POKE 157,128 : SYS517
3 PRINT "DATA ERROR"
4 DATA 169, 18, 141, 40, 3, 169, 2, 141, 41, 3, 32, 86
5 DATA 245, 169, 32, 141, 178, 2, 169, 2, 141, 179, 2, 96
6 DATA 72, 77, 80, 169, 32, 141, 222, 3, 169, 51, 141, 223
7 DATA 3, 169, 2, 141, 224, 3, 32, 69, 3, 96, 169, 0
8 DATA 141, 193, 89, 238, 32, 208, 96
```

MAGICLAND DIZZY - SOLVED!

The final episode of the Dizzy Collection comes to its conclusion as we solve the only game left in the series. Maps by Andrew Roberts





Alice Brzozowski and her little brother were going up the wall over this game; let's hope this map and solution help. They particularly requested a stand alone POKE, so next month we'll be printing POKEs for the whole *Dizzy Collection*. Enough banter...

From the Start; Go L, get KEY, L, L, L, open BACK DOOR, L, get HANDLE, U, L, L, U, get POWER PILL, D, R, R, D, R, R, drop HANDLE at top of well. Get BUCKET, R, R, R, R, R, R, R, fill BUCKET in the GEYSER, L. Get POTION, drop POWER PILL, L, L, collect DORA the frog, L, L, L, L, L, L, L. Give DORA to PRINCE CHARMING, L, hit SWITCH, L, L, L, drop POTION and BUCKET. R, R, R, R, R, U, R, R, R, get STICK, U, jump R onto the MONOLITH, get CAT.

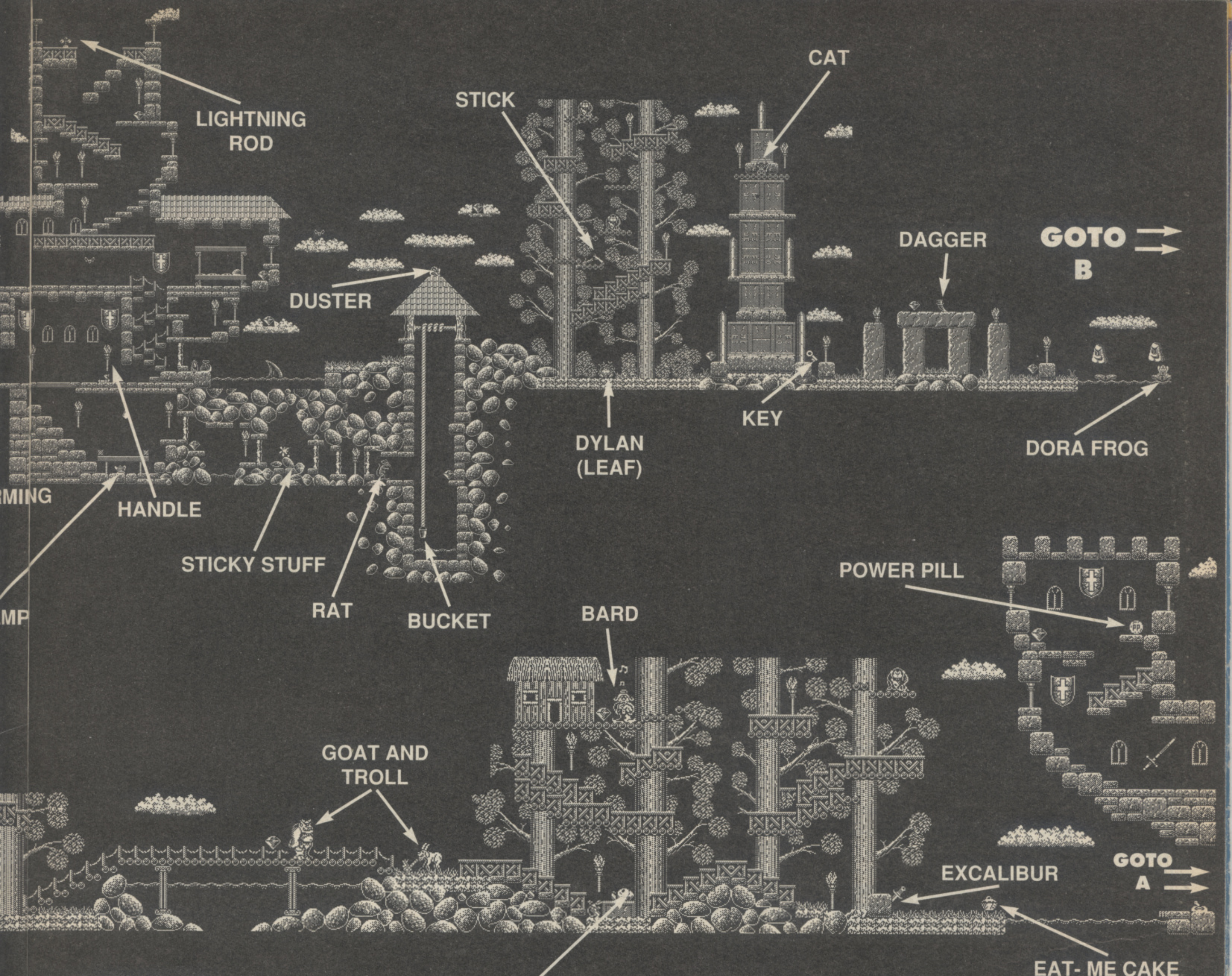
Fall D onto WEIRDHENGE, get DAGGER, R, R, give CAT to GLENDA, L, L, L, L. Use DAGGER to cut a LEAF from DYLAN'S BUSH (don't pick it up yet), L, L, L, L, L, L, L, L. Cut GOAT free with DAGGER, hit GOAT with STICK, drop the DAGGER, R, R, R, R, R, U, L. Get CROSS (then calm down - he he he!), R, D, L, L, L, L, L, get BUCKET and POTION, L, L. Drop BUCKET on DENZIL, L, L, D, D, get TORCH on the right of the screen, R, give POTION to DAISY, L, U, U, R, R. Get PERSONAL STEREO, drop CROSS, R, R, R, get APPLE. R, R, R, R, U, L, L, L, L, give STEREO to the BARD. Collect the PIPES, D, R, R,R, R, R, R, drop PIPES near the well, R. Collect the LEAF, R, R, R, R, give the APPLE/TORCH/LEAF to GLENDA, get the WEEDKILLER, L, L, L, L. Drop WEEDKILLER on DYLAN, L, get PIPES.

Fall D onto the ledge with the diamond, drop PIPES, L, L, get LAMP, U, U, U, U. Get LIGHTNING ROD, D, D, R, R, get CLOTH DUSTER, L, L, D, drop DUSTER on LAMP. Pick up LAMP and DUSTER, L, L, L, L, drop LIGHTNING ROD on top of DOZY. Stand on the steps, drop DUSTER on the LAMP, R, R, R, R, R, R, D, L. Get STICKY THING, L, U, L, L, L, drop STICKY THING on EXCALIBUR, L, L, L, L, L, U, U. Jump L, D, L through mirror, L, talk to GRAND DIZZY, R, R, D, R, go to VOLCANO and jump over the clouds, D, D, talk to LUCIFER, collect the TRIDENT. Go to ZAK's tower and use the TRIDENT on him, collect the RING, go back to LUCIFER – he will tell you to destroy the ring – go L, and drop the ring (standing on the middle rock), then take 30 DIAMONDS to LUCIFER to finish the game. Some are shown on the map, but 3 are hidden. As I'm feeling generous, the tips below tell you where they are.

And that, folks, concludes the *Dizzy Collection* (sounds of cartographer collapsing from exhaustion in the background).

CRUCIAL CLUELETTES

The three hidden diamonds are concealed behind fences in these screens: THE SWORD IN THE STONE


LIGHTNING ROD
STICK
CAT
DAGGER
GOTO B
DUSTER
KEY
DYLAN (LEAF)
DORA FROG
RMING
HANDLE
STICKY STUFF
MP
RAT
BUCKET
POWER PILL
BARD
GOAT AND TROLL
EXCALIBUR
GOTO A
EAT- ME CAKE

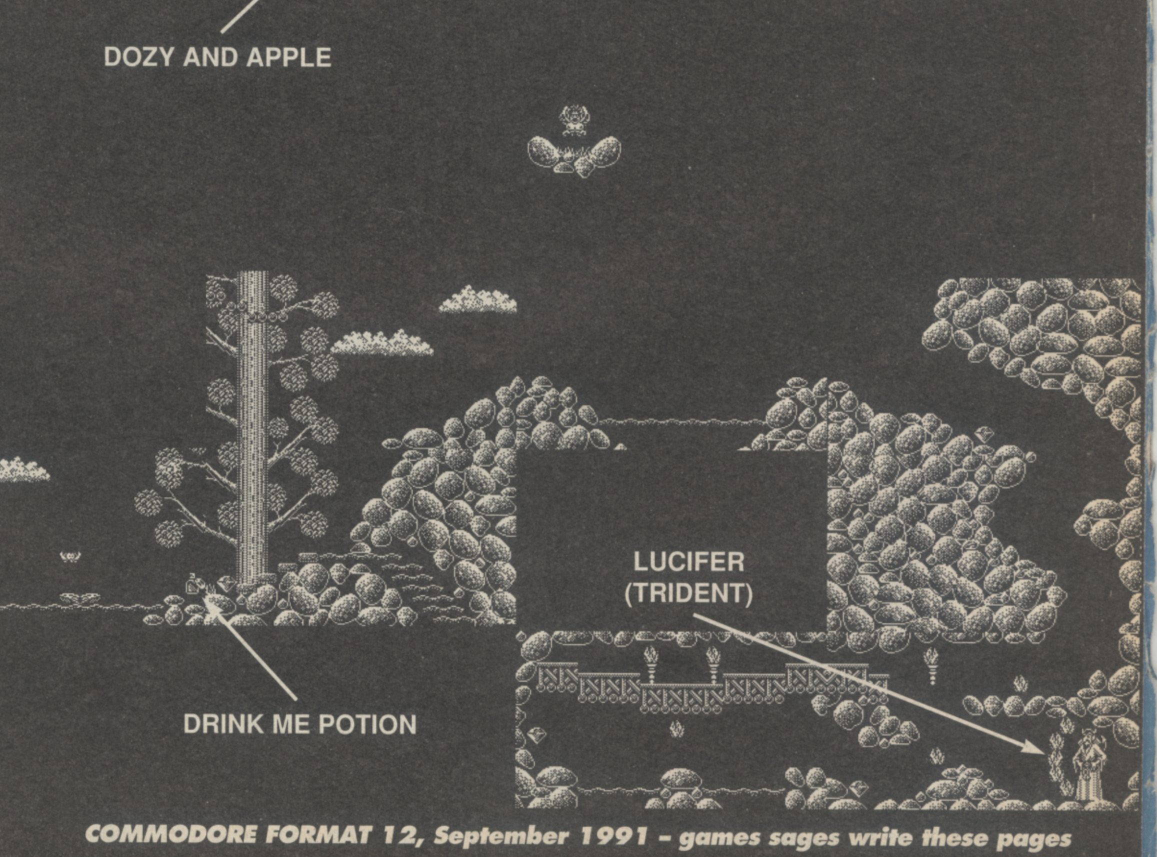
BUSHY GROVE
CRACKS OF GEHENNA

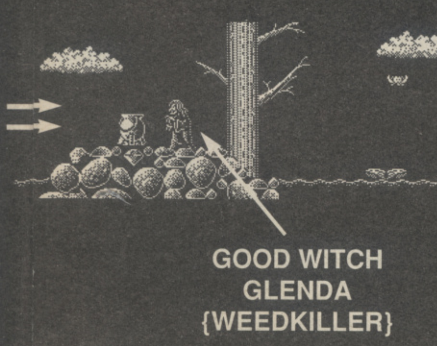
✶ Do NOT use the 'EAT ME CAKE' on any of Dizzy's friends!

✶ If you rest on a cloud, you'll slowly sink through it – be careful.

✶ Don't hang about on the lily pads!

✶ Getting out of HADES is very tricky, but it can be done.


DOZY AND APPLE
LUCIFER (TRIDENT)
DRINK ME POTION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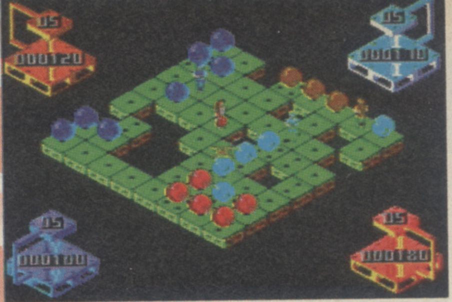


Here's an early level showing a different board layout (fewer gaps, basically)

THE BALL GAME

If you took the old board game Othello and threw in a bit of computer wizardry, you'd probably end up with something like *The Ball Game*. The main thrust of this package (fnar) is the same in that you aim to dominate the entire playing area (or 'board' as us techy types like to call it) with balls of your own colour.

The main difference is that in this version you control some little blokey with a spray gun. Actually, he's supposed to be the embodiment of one of the four elements: earth, fire, air and water. In reality, he looks like some little blokey with a spray gun, dressed in blue, brown, red or cyan.

Your elemental chap moves in one of three ways: by 1) walking to an adjacent square (but not diagonally); 2) jumping to a square two spaces away (over a ball, hole or another player); or 3) teleporting himself to an empty square at random. Now, step off a square and a ball inflates behind you, effectively giving you control of that square. If you jump to another square, any adjacent balls in the area (up to a maximum of eight, with you in the middle) get sprayed your own colour. In this way you can jump around the board, controlling balls which you didn't actually place. Teleporting is a last resort if you can't walk or jump anywhere: the target square is chosen at random and unless there's at least one unoccupied square next to it, you're history, dude.

The game is really a sequence of campaigns. When the last player teleports into oblivion, the ball values are counted up for each player. Balls bearing your colour all count towards your total and balls on high value squares (extra dots) count… er… more. The one with the highest score wins that round, and gains an extra teleport. Each player starts off with 20 teleports and the game ends when they've all been used up. The player with the highest total is the winner.

> You aim to dominate the entire playing area with balls of your own colour

One of the outstanding features of *The Ball Game* is the number of options: you can play any variations of human/computer players, there are four difficulty settings, you can choose which corner of the board to start in, and you can select one of ten levels of play (later levels have boards with holes and high value squares).

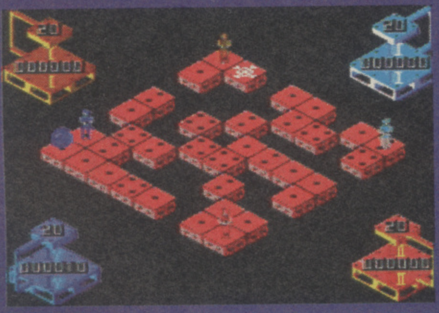
Unfortunately, the Medium, Hard and Ludicrous difficulty settings make the computer player think too much: when it's his go you can stroll off, make a brew, take the dog for a walk, wash the car… (hours pass) …with a banana and still reappear in time to watch him take his go. With three computer players, waiting time is, of course, tripled. Hmmm.

Gameplay is pretty captivating, but only on the later levels (interesting board formations) and in Very Easy mode (you won't die of old age before the game ends). Another annoying flaw is the random distribution of high-value squares. You often find that a certain player can stomp all over 'em and practically win the game from the outset. Still, I did enjoy *TBG*. It's a taxing little thinker and makes a break from laserin' and Ninjerin'.

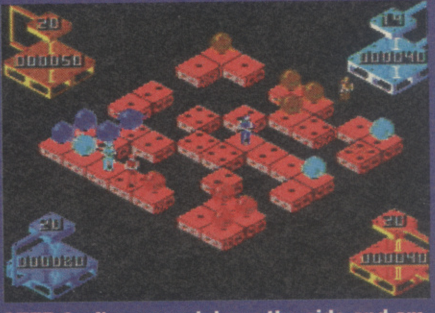
STEVE

Game	The Ball Game
Publisher	Electronic Zoo
Cassette	£10.99
Disk	£14.99
Release	Out now
Contact	0285 641541

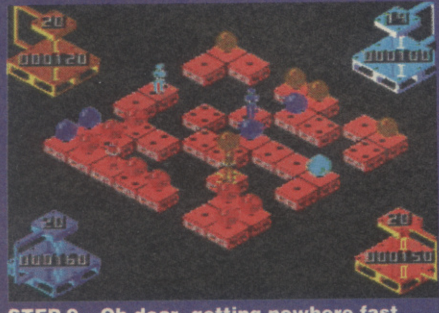
IT'S JUST A JUMP TO THE LEFT...



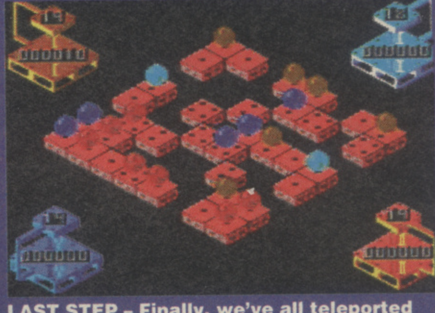
STEP 1 – These are the starting positions. I'm playing brown and am up against three computer-controlled elementals



STEP 6 – I've moved down the side and am just about to spray that cyan ball. Mr Cyan has teleported over yonder to wreak havoc



STEP 9 – Oh dear, getting nowhere fast. have jumped back and across to get into the thick of the action



LAST STEP – Finally, we've all teleported off the board leaving the computer to tally up. And, as expected, I was crap. Again

POWER RATING

THE DOWNERS...

- Unbearable time delay in playing the more intelligent computer players
- Random board lay-out can prove annoyingly unfair
- Limited variety in actual gameplay means that it won't be a long-lifer

100

75%

- **Small characters are nicely animated and move well**
- **Large amount of game options is commendable**
- **Board visuals are very tidy and extremely functional**
- **Multi-player option promises loads of fun**
- **Neat control method**
- **Addictive Othello game style is still there – recommendation enough**
- **Not much sound, but what is there is suitably effective**

...AND THE UPPERS

0

CURRENT BUN

Resident compilations expert Andy Dyer tucks into two new packages and decides that surreal silliness has more going for it than armchair sport

THE RAINBOW COLLECTION

BUNDLE OF 3

NEW ZEALAND STORY

Tiki Kiwi is on a real downer. All of his 20 friends have been whisked away by Wally Walrus to feed his fat, blubbery belly. There are 20 friends to rescue and 20 levels to explore. Your little yellow friend is a bit crap as birds go: he can't fly, just walk left and right and jump a bit. However he does wield a pretty mean bow and arrow.

Each level consists of a number of platforms and other obstacles, such as watery sections, spike traps, ice blocks and such like. As well as these simple barriers there's also a cast of assailants in such weird forms as balloon-riding frogs, fire-spitting turtles and spiky, vicious, pointy things.

For the most part, the game is a route-finding exercise. The platforms are numerous and form a maze that seems impossible to travel through. To overcome such problems you can shoot the various flying creatures, hop aboard the flying machines they leave behind and gently float around the hazards. After every fifth level comes a major baddie.

As cute games go, this one is pretty good. Both the backdrops and sprites are impressive and attention to detail is excellent. A good example is the transparent effect of the balloons as you walk behind.

It's also hugely playable. There are only a couple of minor niggles, one of which is the difficulty of later levels. In places, it's so hard it becomes frustrating rather than challenging. The other problem is that the collision detection sometimes makes it tricky to perform jumps with any degree of certainty as to whether you'll make it.

BUBBLE BOBBLE

I've searched far and wide to find him but to no avail. I have traversed great continents to seek him out but my search has come to nought. Who is this elusive fellow? He's the one man on the planet who thinks *Bubble Bobble* isn't up to much.

Everyone I've spoken to thinks this game is an absolute corker and, having played it, I'm forced to agree. It's not that the graphics are stunning, though they are colourful, smooth and well animated. It's simply riveting from start to finish.

You play Bub and Bob, the brothers brontosaurus. But as far as plot goes, that's about it. No far-fetched storylines, just a couple of dinosaurs who have to kill a mixed bag of monsters over a series of 100 screens. When a monster approaches, you press fire to release a bubble. This should capture the beast, leaving you free to head-butt or jump around on it until the creature pops its clogs, leaving behind a bonus for you. If you aren't quick enough, the bubble bursts and the monster is released, angrier and meaner than before!

Umbrellas enable you to skip a whole wedge of levels. There are dozens of little features like this hidden away, many of which only become apparent after extended play, and this is part of the game's appeal. Graphics are simple but effective, sound is suitable, but most importantly the playability is enormous.

RAINBOW ISLANDS

This is the follow up to *Bubble Bobble*, though goodness knows why as the characters don't resemble those in *Bubble Bobble*. Their names are the same but they've been mystically transformed from cute little dinosaurs into cute little people.

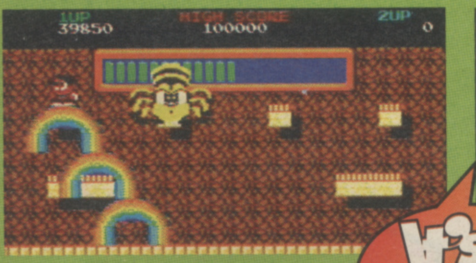
What's more they've now learned the ancient magical art of Rainbow Creation, which means they can cast a colourful collection of pixels on screen to help them ascend the vertically scrolling levels or islands. Each island consists of four sub sections containing dazzling, and somewhat deadly arrays of beasties. These kill you on contact whether they be Spiders on Insect Island, Teddy Bears on Toy Island or Robots on, er, Robot Island. You can either kill these heathen swine by shooting them with a rainbow or merely avoid them by making rainbows and climbing up them all the way to the top of the screen.

At the top of the first three sections of any island a chests spout all sorts of bonuses. Atop the final section of each island is a static screen containing a large and rather hard end-of-level baddie. The trick here is to avoid it and its firepower at all costs while pummelling it with rainbows. Each island's end-of-leveller is a little harder to beat than the last.

Unfortunately, once you've seen one level, you've seen 'em all. New enemies appear and more hazards threaten you, but at the end of the day, it's just too samey. Despite its repetitive nature it's very polished and you can have lots of fun just thrashing around the levels until you're blue in the face. A beautifully programmed game but not much to it.

Power Rating	**68%**
Game	**Grandstand**
Publisher	**Domark**
Cassette	**£14.99**
Disk	**£19.99**
Release	**Out now**
Contact	**081 780 2222**

The Rainbow Collection

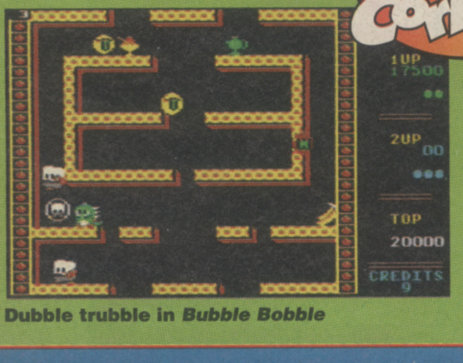


Play I-spider in *Rainbow Islands*

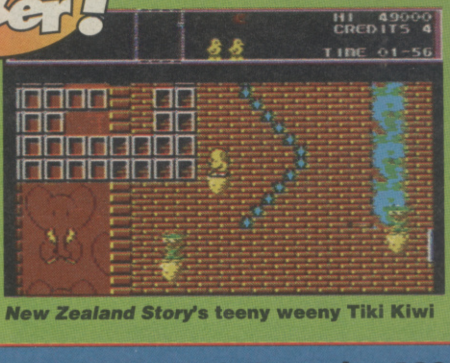
SUMMARY

Rainbow Islands is the worst of the lot but even that is good fun for a while. *New Zealand Story* is highly polished and challenging. *Bubble Bobble* is wonderful. If it's cute-but-tough you're after, this is the equivalent of a big, pink teddy bear with an Uzi 9mm.

It's a Corker!



Dubble trubble in *Bubble Bobble*



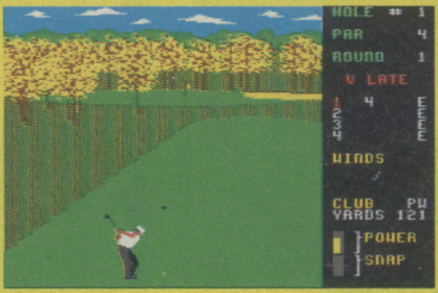
***New Zealand Story's* teeny weeny Tiki Kiwi**

IDLES

GRANDSTAND

BUNDLE OF 4

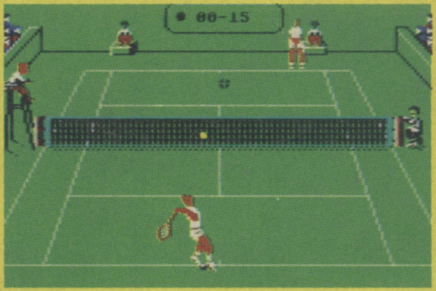
Grandstand



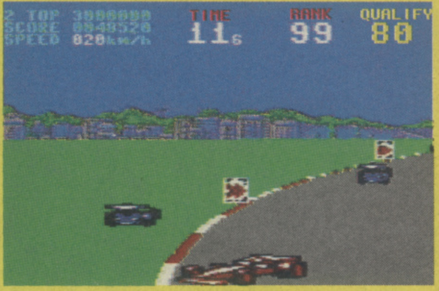
'Fore'-play in *World Class Leaderboard*

SUMMARY

You definitely need to give this one careful consideration before buying it. *WC Leaderboard* is excellent, and *Pro Tennis Tour* is good, but as you're paying for the decidedly average *Gazza Super Soccer* and the dull *Continental Circus*, we can't give it an outright recommendation. More terraces than grandstand.



Pro Tennis Tour serving up some action



Continental Circus: awful arcade spin-off

GAZZA'S SUPER SOCCER

Wowzer! Here are just some of the things the press said about *Gazza's Super Soccer* when it was first released. 'A delicious frenzy of multi-cultural flavours, served up in their own exquisite styles.' – Egon Ronay. 'Sleek, stylish and unassuming. And yet you know that inside there lies a core of total and unchecked power.' – What Car. 'Bouncy, beautiful, Brenda lives in Bolto... (*That's quite enough quotes, thank you – Ed*).

Still, you don't want to know what other people said about it, you want to know what we think, and we think it's pretty poor. There, so now you know.

Basically it's yet another attempt at simulating soccer that settles for average. The controls are unresponsive, the graphics are merely adequate and worst of all, it's just like the quadrillions of other humdrum footy games that litter software shelves up and down this fair isle of ours.

If your only reason for buying this compilation is that *Gazza Super Soccer* caught your eye, forget it. You could have a more realistic footy experience buying two drinking straws and a marble and playing blow football until you're blue in the face.

WORLD CLASS LEADERBOARD

Any compilation with this on can't be all bad. This golf game looks a little dated now but the gameplay is so engrossing it hardly seems to matter.

At the start of the game you can choose to either play alone or with up to four friends. Next choose how many holes you want to play from a choice of 18, 36, 54 or 72. Next stop, the golf course.

A panel on the right hand side of the screen gives you all the relevant data on the current hole such as yardage, wind speed and direction and par. The left hand side of the screen gives you a caddy's-eye view of the golf course from just behind your golfer. A movable crosshair enables you to give your shot a left or right bias and you can choose a club from a full selection.

By pressing and holding fire, you can see the power of your shot increasing. When you're happy with the strength you let go of the fire button and the power bar starts to plummet towards the snap meter. If you manage to stop its descent (by pressing fire again) exactly on the guide marks, your shot will be good. If you mess it up and it stops either above or below the guides, you have sliced or hooked the ball and it will veer off right or left.

At the end of each hole you are given all the info on how well you're doing and whether you're under or over par. As I've already mentioned, the graphics are a little basic by today's standards but frankly I couldn't give two hoots. It's great fun to play on your own and bloomin' brilliant with friends.

CONTINENTAL CIRCUS

After years of racing to hone your driving talents you feel you are now ready to take on the big boys in the Formula One arena. But these things are rarely as simple as we would like, so to be eligible to hit the racing big time you need to prove yourself in the Continental Circus, a series of qualifying races over eight different world famous racing circuits.

At the start of each race you are given a qualifying position, 60th for example. If by the end of the race you finish outside that position you're out of the running and have to start from square one. If you manage to qualify, it's onto the next circuit. Things get harder as you progress though. The qualifying positions get harder and harder to achieve. By about the fifth race you have to finish in fifth place or better.

You are also given a time limit in which to complete the race. It's nowhere near long enough to do so, but at certain stages on the track you pass checkpoints which give you extra time.

Controls have mercifully been kept to a minimum. Move left and right with the joystick and change from low gear to high then back again with a quick tap of the joystick button. Pushing the joystick forward and backward accelerates and decelerates your vehicle.

Crashing is also incredibly easy. Hit another car, the crash barrier, road signs, or simply go too fast around a corner and you're history. But don't worry, if you do any damage a quick pit stop should remedy the situation.

It's a bit basic but it all runs and plays smoothly. The trouble is it's all rather dull as well. When you're actually playing the game you start to feel that there's something missing, like fun, or enjoyment, or challenge. You could carry on a phone conversation and play it at the same time without losing any of the pleasure.

PRO TENNIS TOUR

It's time to prove yourself in the four major world tennis tournaments: Wimbledon and the Australian, French and U.S. Open. You play to win the tournaments but even if you fail, you can still improve your overall ranking simply by winning individual games.

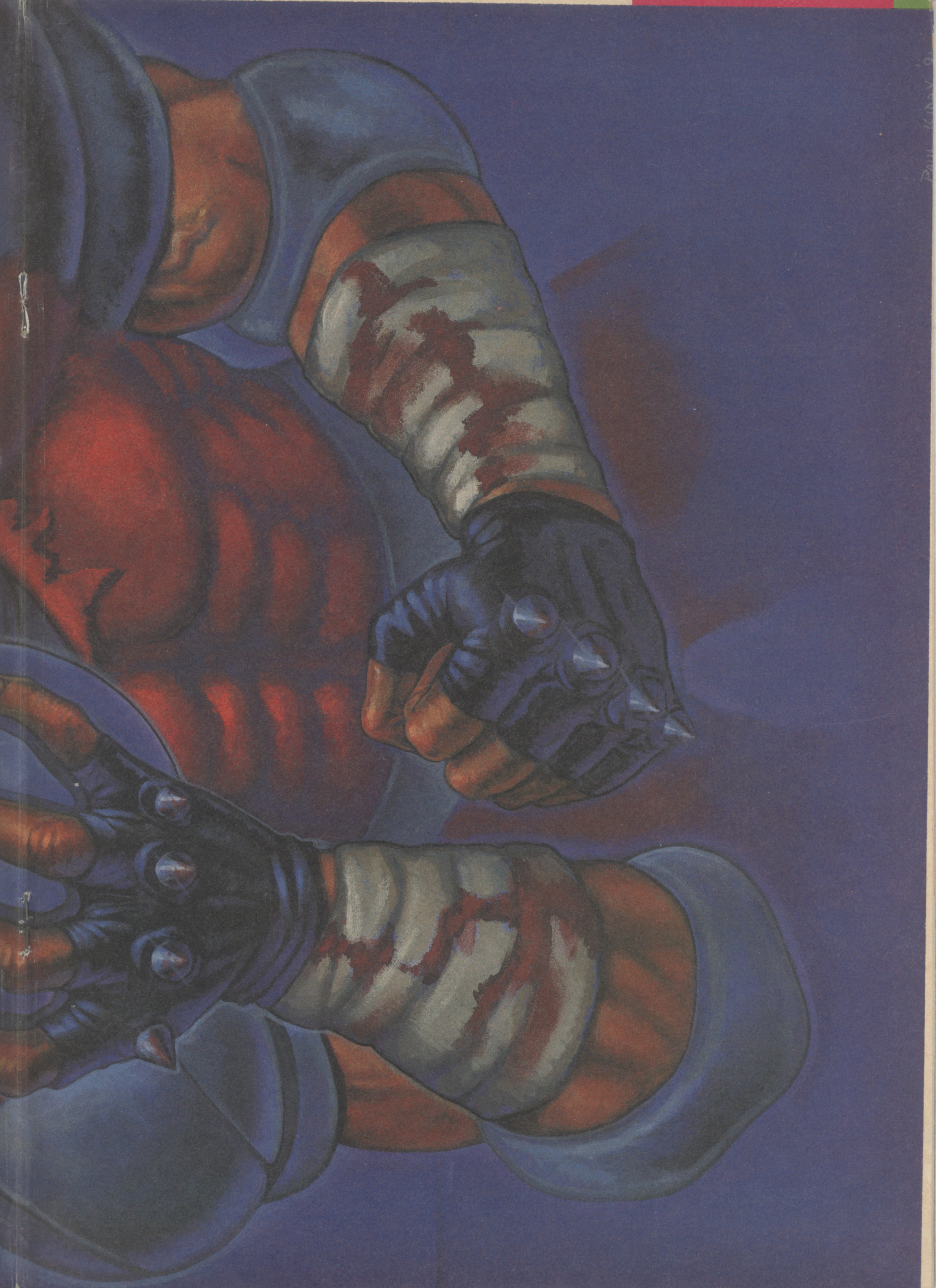
But what if you're completely useless? Well even this revolting happenstance has been catered for. There's a built in training mode in which you can either practise your service or go up against the terrifying ball machine, which randomly rockets balls at you so that you can practise returning them.

When you play a proper game you can either do so against the computer or a human opponent. The court is viewed from behind your player and when you serve, you have to position a crosshair in the opponent's half, thus dictating the point to which you want to serve. Once you get involved in a rally it's simply a case of fast reactions, correct positioning and well-timed swings.

If you're doing particularly well, there's a handy save game option so that you don't have to lose all your hard work. The game looks good and plays even better. The sprites are well animated and the action is very fast. If you want a tennis sim (and don't have this on another compilation) then *PTT* is the one to go for.

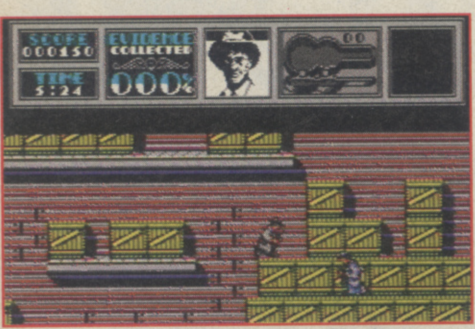
Power Rating	***90%***
Game	***Rainbow Collection***
Publisher	***Ocean***
Cassette	***£9.99***
Disk	***£15.99***
Release	***Out now***
Contact	***061 832 6633***

Commodore FORMAT
INJURY TIME ● SPEEDBALL 2


Paul Kidby

ROGER FRAMES
buys
Budjit Games

Games are great fun unless you get carried away with them, as our Roger has this month. Yes folks, last month he had nightmares and this month he thinks he's an FBI agent. But despite his ordeals, he's fearlessly faced the latest batch of budget releases



'...98, 99, 100, right I'm coming. Oh, there you are.' Capone's men may be good at casing the joint but their hide 'n' seek skills are criminal

THE UNTOUCHABLES

The Hit Squad, £3.99

Oh dear, I got a bit carried away with this one didn't I? Still, despite all the trouble it got me into, it's still a cracking little game. The plot and subsequent gameplay follow the film very closely indeed. You play law enforcer Elliot Ness who, with his band of fearless chums, go up against the might of Al Capone.

Level one takes place in the warehouse where you must leap crates and shoot Mafiosi. Some of the baddies furnish you with extra energy, time and weapons when shot. An arrow at the top of the screen points the way to Capone's accountant who holds valuable evidence to be used against the ruthless gang leader. Find the accountant, shoot him then collect the evidence. When you have enough it's on to level two...

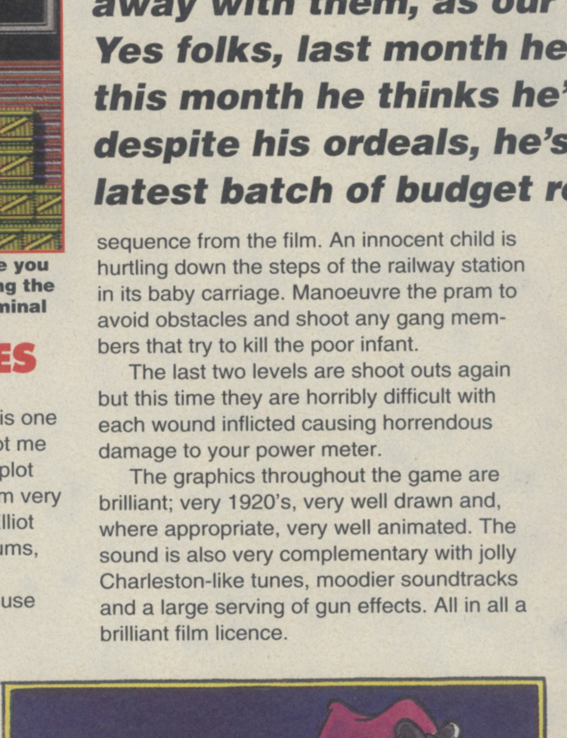
...Which, incidentally, takes place on the bridge. This is the weakest of the five levels as the controls in this *Op Wolf* type shoot 'em up stage are hard to get to grips with. Still, if you can persevere, you'll be able to savour the delights of the rest of the game.

Op Wolf again, but this time the controls are better implemented. Your character on this level wields a shot gun. As criminals appear in the alley, either on foot, from windows or in cars, you must dart out from behind your protective wall, let fly with both barrels then dart back again to reload.

Level four is the famous pram sequence from the film. An innocent child is hurtling down the steps of the railway station in its baby carriage. Manoeuvre the pram to avoid obstacles and shoot any gang members that try to kill the poor infant.

The last two levels are shoot outs again but this time they are horribly difficult with each wound inflicted causing horrendous damage to your power meter.

The graphics throughout the game are brilliant; very 1920's, very well drawn and, where appropriate, very well animated. The sound is also very complementary with jolly Charleston-like tunes, moodier soundtracks and a large serving of gun effects. All in all a brilliant film licence.



With the safety of his hometown threatened by the criminal activities of the local Mafia, it was time for Roger 'Elliot Ness' Frames and his untouchable family to take action...

THE UNTOUCHABLES

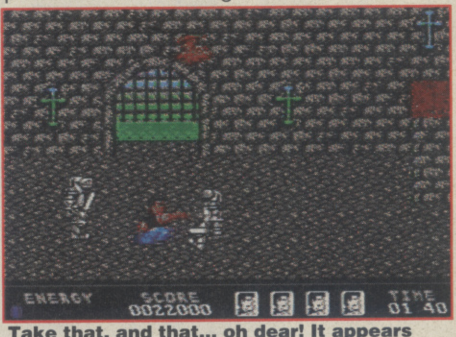
Sticks closely to the film, the graphics are great, and the gameplay is spiffy. Mafia mashing fun for all the family.

FRAME RATE **88%**

RENEGADE III

The Hit Squad, £3.99

People raved about this when it first came out. Gawd knows why, as it's only just acceptable as a budget game, let alone a full pricer. It's not that the game doesn't look good. The graphics are wonderfully cartoony, with excellent sprite animation, but the gameplay is simply tedious and repetitive, not to mention unresponsive.



Take that, and that... oh dear! It appears I've broken my fingers by foolishly entering into unarmed combat with these knights

It's a sort of tongue in cheek beat 'em up in which you play Renegade, a tough martial arts expert whose woman has been kidnapped by forces from the future. This is rather convenient as it means the programmers can base the game around some ludicrous time travelling scenario.

On each level you have to travel from the left to right killing anything that gets in your

FRESH FRUIT AND VEGETABLES
60p lb
LOCAL
TODAY'S CHOICE
ENGLISH TOMS
FRESH

'Hold it right there! No longer will you extort money from this innocent local trader!' (Are you going to tell him or shall I? – Ed)

way. In level one the opponents are prehistoric, dinosaurs and cavemen to name but two. On later levels you need to despatch Egyptian mummies or medieval knights to make progress.

And that's it as far as the gameplay goes. Just keep moving and fighting, and jumping the odd spike trap or pit. Boooring.

As I've already said the graphics are pretty good but the awkward and unresponsive controls make it a bit of a chore to play.

RENEGADE III

Not bad, but repetitive gameplay and finnicky controls mar this slick cartoony looking beat 'em up.

FRAME RATE 65%

VINDICATORS

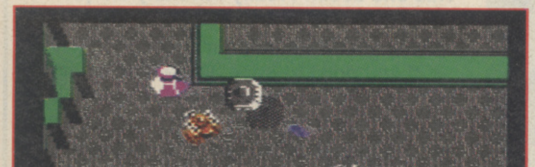
The Hit Squad, £3.99

An excellent conversion of a deathly dull arcade game. We reviewed this back in *CF*6 when it was released at full price. The rating has gone up slightly to take into account the reduction in cost but at the end of the day it's still a snooze worth avoiding.

There's evil at work and it's called the Tangent Empire. They're on their way to invade earth in 14 enormous space stations. All you have at your disposal is a weeny little battle tank (or two if you're playing with a friend).

The space station scrolls from top to bottom as you move up it. You can collect stars as you progress which can be exchanged for power ups at the end of each level. There are also keys to pick up enabling you to exit the level you're on.

Enemies come in the form of other tanks, gun turrets, flying saucers and mines. The graphics have translated nicely from the arcade as has the gameplay. There's really nothing wrong with this conversion other than the fact that it's not very interesting. Two or three plays and you'll switch off.



Only months after its initial release, *Vindicators* crawls into the budget arena. But it isn't really up to much, sorry...

VINDICATORS

Good graphics, average sound, fine gameplay but, horror of horrors, it always was a snoozeworthy game.

FRAME RATE 69%

THE GAMES SUMMER EDITION

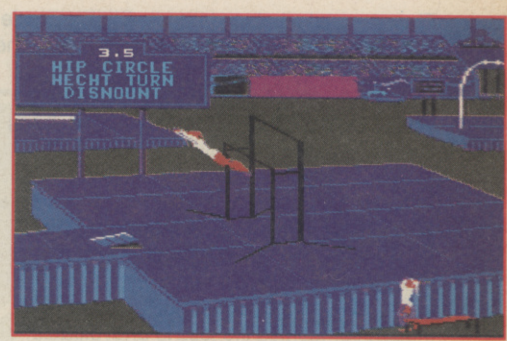
Kixx, £3.99

Personally I don't think these games work very well on cassette. Because you have to load each event separately the annoyance factor outweighs the pleasure you get from it. It's unfortunate really as there's something strangely enjoyable about games that involve a lot of joystick waggling (*yes... he's at that funny age – Ed*).

If there's one thing I can't fault about the game is the presentation. It opens with a 3D flypast of the stadium in which the games take place – very impressive. But it's merely cosmetic. Fortunately where it counts, in the game itself, the graphics are equally impressive.

Each competitor sprite is exquisitely animated. And this coupled with the excellent backdrops makes it a real treat to watch. As for gameplay, well there are only so many variations on the joystick waggling game you can have. Still, each event has been given a complementary control method, each working equally well. The cycling involves fast waggling, the parallel bars require teasing the joystick to build up the momentum of your athlete and diving is simply selecting the manoeuvre you wish to use then watching the result.

If you can tolerate the long wait when loading in the separate events then there's a seamless and highly playable athletics sim' here for even the most ardent wrist shifters.



One of the more skillful events in *The Games*. No frantic joystick waggling, just gently ease the stick around to perform graceful acrobatics

SUMMER GAMES

This game is slick in every respect but one. The annoying loading times between the events.

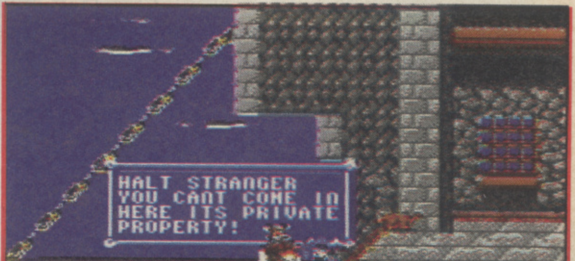
FRAME RATE 73%

SPIKE IN TRANSILVANIA

Code Masters, £3.99

Now I've always said, and Steve will back me up on this, that if there's one thing the computer gaming industry lacks it's Vikings. Oh yes, there are more than enough spacey shoot 'em ups around and oodles of fantasy arcade adventures. But get a sudden craving for beefy Nordics who gleefully rape villages and pillage women and you're stuck.

Fortunately for all us Nordophiles, the hero of the latest Code Masters title is Spike the Viking, a cute little fellow who bears a startling resemblance to Hagar the Horrible. ➤



HALT STRANGER
YOU CANT COME IN
HERE ITS PRIVATE
PROPERTY!

Damn and blast, my way is blocked. Still, all that is needed to get past this shady looking character is some sort of shady deal, he looks a bit short of cash

The game takes place in and around a castle in Transilvania (note the spelling, this ain't the Transylvania of vampire fame). Your chums have been locked up in the dungeons of the castle and it's your job to get them out. Thus the scene is set for a mini puzzle-solving arcade adventure. You start the game in the village outside the castle and your first hurdle is getting past the guard who blocks the drawbridge. To prevent you completing your quest are plenty of rats, ghosts and other energy-drainers who must be avoided, though sometimes life loss is unavoidable.

There are also human characters who, when approached, say things like, 'Oi be absolutley staaarvin.' In the case of the hungry Farmer Piles, this response should make you think 'ah, if I toddle off and find some food for him, he'll give me some other useful artefact'. And you'd be right. In fact most of the puzzles in the game take this straightforward form.

There are other little problems to overcome though, like switches on walls, locked gates and lightning bolts on the battlements. In total, the adventure isn't that big but it's testing and nicely structured.

Visuals are very good; there's not much animation but it's all competently done. There are also some pleasing sound effects like the realistic bell ringing in the belfry. Early puzzles are simple enough to keep your interest while later, they're tricky enough to provide a decent challenge.

SPIKE IN TRANSILVANIA

Good graphics, a bit of humour and a well structured adventure that'll give you no end of fun. Well worth the money.

FRAME RATE 81%

'No, you must listen to me. We can give you police protection, a new identity in a new town. They need never know you told u... AARGH!'

B TROOT
FRUIT & VEG
TODAY'S SPECIAL
LARGE

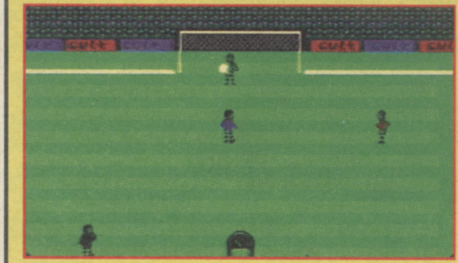
Head-the-ball Frames

Cult software have been remarkably busy churning out footy management sim's this month – in fact we've had four of them. They all take the standard footy sim' formula but each has a different slant on the genre. So, let's kick off with...

STRIKER MANAGER

Cult, £3.99

This first game puts you in the unenviable position of both playing in and managing your own soccer team (but not at the same time). There are four divisions and two cup championships to take part in, fairly standard stuff, but as well as making minor management decisions you must also play a small part in the actual matches played.



I don't really know why they bothered putting this in. All you do is press 'S' when you want to shoot; dull as ditch water

A view of the goal mouth is displayed. When you feel the moment is right to take a shot at goal, hit the S key and Bob's your uncle, you either score or you don't.

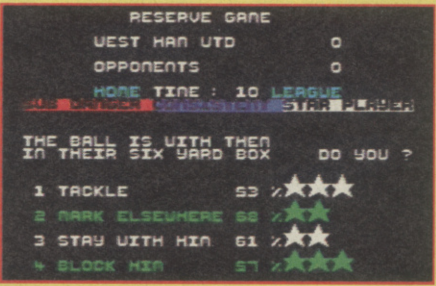
It's not a bad little game but the management sections are a little limited and to be honest, the action sequences might as well not be there.

FRAME RATE 52%

PROFESSIONAL FOOTBALLER

Cult, £3.99

Lordy, a complete departure from footy sims this time. There's a small amount of mangement involved, tranfers for instance, but this time you predominantly play, instead of managing.



```
          RESERVE GAME
       WEST HAM UTD          0
       OPPONENTS             0
       HOME TIME : 10 LEAGUE
SUB DANGER CONSISTENT STAR PLAYER

THE BALL IS WITH THEM
IN THEIR SIX YARD BOX     DO YOU ?

 1 TACKLE            53 %★★★
 2 MARK ELSEWHERE    68 %★★
 3 STAY WITH HIM     61 %★★
 4 BLOCK HIM         57 %★★★
```

That exciting footy match in full. None of that boring animated stuff, just text and stars... hmm, I wonder what's on the telly

Having said that, it's not an arcade footy sim' either. A match is carried out in the following way. When a goal scoring opportunity occurs your 64 gives you a list of options such as shoot for goal, pass forward, pass backward or head the ball. Making the right choice will improve your reputation no end and help you towards your ultimate aim, which is to impress your manager so much that he places you in the first team and keeps playing you in each match (great for the ego).

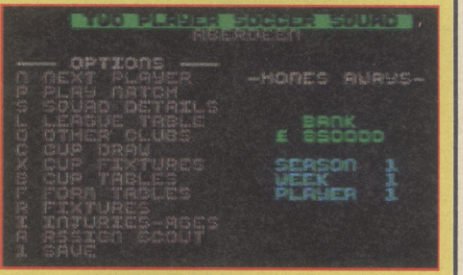
Okay, this game may be different in its approach, but sadly that approach is crap. Unless you're a total and utter football-crazy zomboid, give it a miss.

FRAME RATE 30%

2 PLAYER SOCCER SQUAD

Cult, £3.99

This one is a bit more involved than *Striker Manager*, the management section is more akin to usual games of this sort. The twist in this one's tail is that it is based around the as yet non-existent super league in which a small number of high power teams battle it out in an exclusive league competition. It also has the added advantage of being playable by two humans as opposed to being limited to the usual (and somewhat reclusive) solo play.



```
      TWO PLAYER SOCCER SQUAD
             ABERDEEN

 —— OPTIONS ——
M NEXT PLAYER          -HOMES AWAYS-
P PLAY MATCH
S SQUAD DETAILS
L LEAGUE TABLE              BANK
O OTHER CLUBS            £ 850000
C CUP DRAW
X CUP FIXTURES           SEASON  1
B CUP TABLES             WEEK    1
F FORM TABLES            PLAYER  1
R FIXTURES
I INJURIES-AGES
A ASSIGN SCOUT
1 SAVE
```

A more traditional management game. As you can see there's a whole range of play options to put your boot into

This is a text-only affair I'm afraid and tends to run slowly in places, but it is pretty involved and allows a friend to join you in the fun.

FRAME RATE 63%

THE MATCH

Cult, £3.99

This one doesn't really have any unique features although the ability to send out spies is an interesting one.

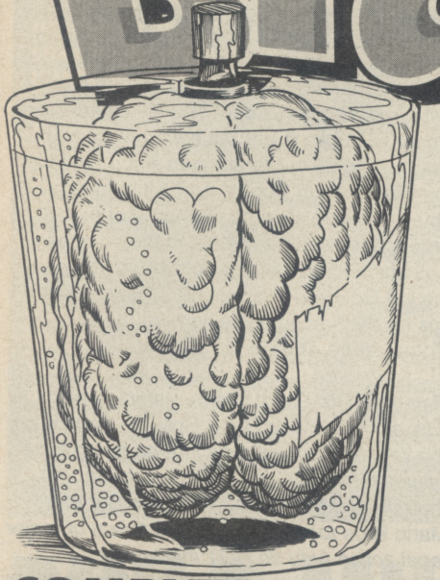
If you don't already own a soccer sim' then this one's as good as any (well nearly). Loads of teams, several cups, match highlights, transfers, seasons, sackings, gate receipts, it's all here.

The presentation is also pretty good, placing this one well above the other three in the quality stakes. So surprising as it may seem (because you lot think I'm so miserable), I going to give it...

FRAME RATE 75%

The Mighty Brain

Got a problem? Want to get something out of your system? The Mighty Brain (probably) has the answer. Address your letters to: The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath BA1 2BW. And now, it's time to hand over to someone with no hands at all



COMPLEX SITUATION

As the editor of ComPlex, possibly the best 64 fanzine ever, I was very pleased to get an advert in your stupendous mag (*CF*10). However, I was slightly disappointed when I discovered it was a small box in the corner of one of the least read pages in *CF*, next to the list of who makes the tea for Future Publishing's staff, etc. Apparently, some of your readers did have the necessary equipment for reading microdots, but I'm sure many people who would otherwise have had many happy hours laughing at ComPlex have missed out on a truly amusing experience. For the uninitiated, ComPlex Issue 1 contains over 20 full-page (or longer) reviews, five competitions, The Big Tips Bit, a special on driving games and an interview with *CF*'s very own Kati Hamza. That's over 50 pages of news, reviews and previews.

To order a copy, just send £1 to ComPlex, Tarndale, Dean Street, Galashiels, Scotland TD1 1LY. The first 50 replies get a free poster, so get your orders in the post as soon as possible.

To all of the people that have already ordered (both of you) please be patient. ComPlex is bi-monthly so you'll be receiving your issue, with loads of free gifts, soon. Thanks must be extended to the staff of *CF* for backing such a ludicrous project. (Okay Steve, it wasn't your fault).

Graeme Virtue, Editor of ComPlex ➤

ELECTRO SOUNDS

BRAIN DRAINER ★STAR LETTER★STAR LETTER★

Dear TMB

There are a few questions I want you to please answer for me:

1) Will there ever be music programs on the tape?

2) Will there ever be music kits on the tape like *Ubik's Music* or *Electrosound*? These must make music and have a function so you can put them in your own programs and demos.

3) Who thought up the name for Mighty Brain the most wonderful Brain in the Universe? Was it Mommy Brain or Daddy Brain?

4) Can you help me with this problem? How much would it cost me to get a good sound sampler – remember it must be cheap and be able to provide samples that can be loaded into my own program. Give me a name and address please.

5) Where do you stay after the magazine has been written?

6) Last and final question – this is really hard you know. How do you do Raster Interrupts? How do you make them scroll in the graphics you do or is it just that you get a demo done with an art picture and inside that raster scrolling up down? If you can help I be most grateful.

Shaun Ore, Birmingham

1 & 2) We would really like to put some music progs on the tape. You can expect Microrhythm *in a not-too-distant issue (coded by Simon Pick, the man responsible for our stunning* Revolution *game on* CF1*), and if we could find out who owns the rights to* Electrosound *(write in and let me know!) then we're ready to slap that on the tape as well. As regards your specific requests, you'll get what you're given, matey.*

3) It's not my real name, just a title which people seem happy to use in my presence. Understandable, really. Isn't it? Oh, dear...

4) If it's hardware you're after, Datel are still the guys to speak to. Check out their digital sound sampler ad on page 52.

Alternatively, call FSSL on 0386 553153 and hassle them for their extensive C64 catalogue.

5) Aprés issue, I retire to my jar where it's nice and quiet and I can get back to perfecting my unified field theory. Again.

6) Eh!? You sound terribly confused about rasters and interrupts. A raster interrupt is a specific machine code operation, but I think you're referring to the flashy raster bars that whizz up and down in the border when a game is loading. It is possible to do these but to be honest, you'll need to brush up on your machine code. Keep reading Back To Basic – Phil South promises me that he'll be covering this sort of stuff in the months to come. So there you have it (or will do anyway).

TMB

Now hang on, Graeme. Complaining about the size of the ComPlex notice isn't really fair since (a) you asked if it could go there and (b) it wasn't an advert – you didn't pay for it! And it's not on one of our least read pages. (What on earth makes you say that it is?)

A fanzine is an amateur magazine and because many people here at Future used to work on amateur mags, we believe they ought to be supported, so we supported yours. We'll see if it's the best 64 fanzine ever when you print it (which I understand, you haven't done yet). Graeme, you can't really go about producing a magazine (or fanzine) in this manner. What if 20 or 30 people send you money and then something goes wrong, which isn't your fault, and ComPlex doesn't come out? What if you lose the money you're sent trying to get ComPlex printed? You should find a way of funding it yourself. If the 'zine is really worth it, you'll get back your investment when you sell out of copies and you won't have any worries about owing people money (above all else, avoid this – use the cheapest means of printing available). And then you can put in a free ad for CF*, okay?*

TMB

SALAD DAZE

I didn't know whether to write to you ('cos of your high IQ) or to write to Thicky Dyer ('cos we vegetables stick together) so I picked the obvious of the two, which happened to be you (I'm a poet and didn't know it). I have several questions to ask thee:

1) What is the best disk-drive (I know they're slow) for the C64?
2) Is *Golden Axe* better than *Dizzy Collection*?
3) What is the cheapest device to enter Action Replay POKEs with?
4) It maybe a bit early to ask but will *Switchblade II* be converted to the C64?
5) Can you order back issues without subscribing (even though I'm going to)?
6) This may stretch your IQ a bit far but, what is the best budget title going, in your opinion?
7) How come Dyer didn't tell us that the infinite lives cheat on *Creatures* (*CF*9) doesn't work while you're in a torture room? I let Chaz (2nd torture screen) get ripped apart by the saw for a laugh, and I lost a life! And another after that, and another, and another and another, etc. Please, please, please find an easier way to kill the fat beast as well, as I can't get past him.

Robert Clydesdale, Stafford

1) The Commodore 1541 Mk II is your safest bet, really. If our guess is right (see Snippets, page 11) you could see a proliferation of cheap(er) 1541s by the end of the year.
2) It depends what sort of games you like playing. However the Dizzy *adventures are incredibly popular and there are four in the pack. Also,* Golden Axe *is too easy and a little bit bugged.*
3) Erm, an Action Replay cartridge.
4) Gremlin apologetically informed us that Switchblade II *just couldn't be done on a 64.*
5) Yes – just read the coupon more closely.
6) Good question. RF hasn't got really wound up for ages, but you can check out the full list of budget games reviewed over the last year on page 65. I don't think any of them are so good that they are indisputably the best, but this month's best budget buy, The Untouchables, *is truly fab.*
7) To beat the fattie you need full firepower, and you have to collect loads of fuzzies in order to buy it. As for Andy, we're just taking him to the torture room now to see what he has to say on the subject...

TMB

WANTED!

Your honest opinion of *COMMODORE FORMAT*

■ **To help us keep improving your favourite magazine, please fill in and return this form each month**

1. Rate *COMMODORE FORMAT* in terms of value for money: (Tick one)
☐ Excellent! ☐ Good ☐ Reasonable
☐ Poor ☐ Rip-off!

2. How did you buy this issue? (Tick one)
☐ I subscribe
☐ Asked newsagent to reserve copy
☐ Had it delivered to my home
☐ Just went in and bought it

3. Out of ten, how much did this month's cover make you want to look inside?....................../10

4. How much does this issue appeal to you overall?../10

5. How does it compare with previous issues you've seen? (Tick one)
☐ Much better! ☐ Slightly better
☐ About the same standard
☐ Slightly worse ☐ Much worse!

6. Rate out of ten this and any other computer magazines you buy regularly:
..../10
..../10
..../10
..../10
..../10
..../10

7. Out of ten, how do you rate this month's cover tape?../10

8. How many other people read your copy of *Commodore Format*?......................................

9. What do you like *most* and then *least* about this issue?

I *most* like..
....
....
....

And I *least* like ....
....
....
....
....

Your name and address:*
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....
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....

* Leave blank if you wish – but we may want to send you details of exclusive special offers

■ No stamp needed if posted in UK. Pop in an envelope and return to: ***CF* September Survey, Future Publishing, Freepost, Bath, Avon BA1 2XF**

KEEPING IT IN THE FAMILY?

I am writing to say you mag is the best. I have one question to ask you. Where can I get *Great Giana Sisters*? I have looked every where in Dublin (Eire) but have not found it yet. I would be over the moon if you could tell me where it is in Dublin. And if it's not available could you give me the name of a mail order company that sell it and the price as well and if that's not possible could you give me US Gold's phone number. Please print this it's the first time I've written.

Colm Lacey, Dublin

Rainbow Arts' Great Giana Sisters *(which was actually called* Great Ghianna Sisters *on the version I played) was indeed going to be released by US Gold. However, Nintendo thought that the game resembled* Super Mario Bros *too closely and the threat of major legal action (you do NOT mess with Nintendo) prevented its release. Boo and hiss all round.*

TMB

RADIO WAVE

1) Is it possible to get a network of computers connected by radio, because telephone is too expensive and cable is impossible?
2) How many joysticks could be plugged into a C64 at the same time?
3) Where can I get *Retrograde*?
4) Whatever happened to the Konix Multi-System console?

Kieran Weatherill, Cleveland

1) The amount of interference you'd pick up using radio waves makes networking practically impossible. What about lasers? Future Publishing has a laser relay enabling computers in one building to talk to the network in the other. Neat, eh?
2) To use more than two joysticks with the 64 you would have to build some sort of plug-in interface – four-player games have been produced for the Amiga using such a device.
3) Try Thalamus on 0734 817261 (and watch out for a Retrograde *players' guide coming to GameBusters soon).*
4) Konix' innovative games system has, unfortunately, gone to meet that great Atari VCS in the sky. It was a good idea, but a mixture of bad planning and lack of funds meant that Konix... well... messed it up. They're sticking to joysticks, from now on.

TMB

UPSET BY ELSPA

I would like to strongly object to the advert which appeared in your magazine. It encourages young, vulnerable children to think that a phone call will lead to £1000 very easily. It has caused a lot of ill feeling where I live between boys who were friends and then fell out, and thought this was a way to get back at one boy causing unnecessary upset to the families.

I think this advert should be removed or, if not, then changed drastically.

U M Donnourah, Lincs

I passed your letter to the man responsible for placing that advertisement, to answer your criticisms. Here's what he wrote in reply...

TMB

Future Publishing have passed me your letter dated 20th June with regard to our anti-piracy advertisement which I understand you feel causes some antipathy amongst families. We appreciate your comments but must point out that until the anti-piracy advertisements began to appear the problem had reached a point where members of this Association who produce the computer software were losing very substantial revenues as a result of the illegal and criminal activity of making copies of original games and software in breach of the 1988 Copyright Act. To give you an example, well over 80% of computer users in the entertainment sector were never buying original software at retail price but were using nothing but illegal pirated copies.

The results of revenue losses among software producers are the same as they would be in any industry, company closures and the loss of employment. You will understand, therefore, that drastic situations require drastic measures. While it has not been our intention to offend or cause problems unnecessarily, it has been our intention to clearly impress all those who use home computers that if they copy games software of any description without written permission from the copyright owner, it is a criminal offense. Indeed, the most recent case to come to court in this context resulted in a three month jail sentence for the offender, and it was a first offense.

You may see that it is of benefit to home computer users as well as those employed by software producers that the former should be made aware of the risks they take by illegally copying software. The ELSPA advertisements are strongly designed to bring that message home.

We are currently planning an advertising campaign with a new series of advertisements which will perhaps be a little less controversial, but will contain the same theme. Meanwhile, we unreservedly apologise if problems have been caused, but we hope you will understand the reason for establishing an immediate and strong impact with the advertisements presently appearing in the magazines.

Roger Bennett
General Secretary
ELSPA Ltd

I'm going to add to what Roger said. Saying 'until the advertisements began to appear' implies that they have halted the problem or reversed it. Sadly, there is no evidence to suggest that this has happened; the problem is as bad as ever. So it's debatable whether the adverts have caused anything more than acrimony between young friends. They do give the impression that money is easily obtained for simply telling on someone who copies games but the reward would only realistically go to someone who uncovered a major breach of copyright, such as the mass copying of games for resale. But piracy is no joke and while ELSPA may not have got it right first time, we look forward to seeing their new anti-piracy adverts.

TMB

BUILD MUSCLES FAST

YOU CAN BUILD A FANTASTIC POWER PACKED BODY IN ONLY 12 WEEKS!

NEW! Fastest and best way to build muscles and strength without weights – EVER! SCIENTIFICALLY PROVEN. Just 20 minutes daily in the privacy of your home will develop an amazing physique.

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NOTICEABLE RESULTS IN 28 DAYS GUARANTEED

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Yes! I want to build muscles fast. Please rush me my FREE information pack!

Name ....
Address ....
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.... Postcode ....

(A stamp for reply appreciated)

DO YOU ATTRACT GIRLS?

NEW! Scientists have isolated a natural female attractant - PHEROMONE. Scientifically controlled experiments show it attracts women and have been widely reported in the press:

- 'Minute quantities were sprayed on a chair in a dentists waiting room. Women patients went straight for the chair.' — Sunday Times.
- 'Pheromone secretions not only attract women, but repel other males.' — World Medicine (Journal for GPs)
- 'A male sex pheromone which has a scent that attracts females' — Time (Vol. 115 No. 2)
- 'Pheromones are known to influence human behaviour in a subtle way. They are thought to prime women to be more sexually receptive and help to make their menstrual cycle regular.' — Daily Telegraph, 7.12.90.
- 'And now the Pheromone has been marketed, we've tested it - and good grief, it works' — Knave.
- Lowell Ponte, a former consultant on exotic weapons and a Readers Digest science writer, said 'use of the recently discovered chemical Pheromone should be banned — congress should pass a law making it a crime to use this chemical to influence voters by making politicians appear more lovable' — San Francisco Chronicle.
- 'It's something women don't consciously smell, it works in the olfactory nerves. The woman finds the man attractive but she doesn't know why.' — Lifestyle.

Pheromones have been successfully tested on BBC TV's *'Tomorrow's World'* and by the renowned human behaviourist Desmond Morris (author of *'The Naked Ape'* and *'Manwatching'*) on BBC TV's *'Friday Night...Saturday Morning'*.

CONTACT 18 is a Pheromone fragrance for men. User reports confirm success:

- *'It really does seem to work! The most dramatic instances have occurred when wearing it at discos. Girls just drift towards me and start flirting.'* D.T. Cardiff.
- *'I knew CONTACT 18 wasn't a gimmick when one of the girls at work...quite out of character, seduced me when we were alone in the office.'* S.D. Nottingham.

PH NATURAL RESEARCH, PO BOX 414, St. HELIER JE4 8NZ.

MONEY BACK GUARANTEE

PH NATURAL RESEARCH, PO BOX 414, St. HELIER JE4 8NZ

Please send ....bottle/s of CONTACT 18. Price £13.95 each/2 bottles only £19.95 inc. p&p. (foreign add £2)
I understand that if I'm not 100% delighted I may return CONTACT 18 for a full refund — NO QUESTIONS ASKED!

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Double Dragon	2.99
Dragon Breed	3.99
Dragon Ninja	3.99
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E-Motion	3.99
Ghostbusters 2	3.99
Int. 3D Tennis	3.99
Laser Squad	4.99
Last Ninja 2	3.99
Monty Python	3.99
Ninja Spirit	4.99
Operation Wolf	3.99
P47 Thunderbolt	4.99
Pro Tennis Tour	4.99
Pub Games	2.99
Rick Dangerous	4.99
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Silkworm	2.99
Snare	1.99
Steel Thunder	3.99
Time Machine	3.99
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CBM64 TOP 50 HITS

	CASS	DISK
3D Construction Kit	18.99	18.99
Atomino	8.99	12.99
Back to the Future 3	8.99	11.99
Batman the Movie	7.99	11.99
Buck Rogers	N/A	18.99
Chase HQ	7.99	11.99
Chips Challenge	8.99	11.99
Creatures	7.99	11.99
Death Knights of Krynn	N/A	19.99
Elvira - Mistress of the Dark	N/A	19.99
European Superleague	11.99	13.99
Extreme	7.99	9.99
Exterminator	8.99	11.99
F1 GP Circuits	8.99	12.99
F16 Combat Pilot	11.99	14.99
Gazza 2	8.99	11.99
Gauntlet 3	8.99	12.99
Golden Axe	8.99	11.99
Hero Quest	8.99	12.99
Iron Man off Road Racing	7.99	11.99
Kick Off 2	7.99	11.99
Last Ninja 3	10.99	12.99
Lotus Turbo Challenge	8.99	11.99
Moonshadow	8.99	12.99
N.A.R.C	8.99	12.99
Navy Seals (cart. only)	N/A	19.99
New Zealand Story	7.99	11.99
North & South	8.99	12.99
Operation Thunderbolt	7.99	11.99
P.P. Hammer	8.99	12.99
Predator 2	8.99	12.99
Project Stealth Fighter	11.99	14.99
Rainbow Islands	7.99	11.99
R.B.I. 2 Baseball	9.99	12.99
Rick Dangerous 2	7.99	11.99
Robocop	7.99	11.99
Shadow Dancer	8.99	12.99
Shadow Warriors	7.99	11.99
Star Control	8.99	12.99
Super Cars	8.99	12.99
Super Monaco GP	8.99	12.99
Supremacy	12.99	15.99
S.W.I.V.	8.99	11.99
The Power	8.99	12.99
Total Recall	8.99	12.99
Turrican 2	8.99	11.99
Viz the Games	8.99	12.99
Volfied	8.99	12.99
Welltris	7.99	11.99
Wrath of the Dmon (cart. only)	N/A	24.99

CBM 64 CLASSICS

	CASS	DISK
Airborne Ranger	11.99	14.99
Battlechess	N/A	12.99
Bushido	7.50	11.99
California Challenge (T.D. II)	N/A	6.99
Carrier Command	11.99	13.99
Castle Master	7.99	11.99
Colossus Bridge 4	8.99	11.99
Colossus Chess 4	7.50	11.99
Curse of the Azure Bonds	N/A	19.99
Dragons of Flame	7.50	12.99
Dragon Ninja	7.99	11.99
Edd The Duck	8.99	12.99
Emlyn Hughes Soccer	8.99	12.99
Flight Simulator 2	12.99	26.99
Football Man II + Exp. Kit	7.50	11.99
Gunship	11.99	14.99
Heroes of the Lance	7.50	11.99
Hillsfar	N/A	15.99
Knights of Legend	N/A	15.99
Maniac Mansions	N/A	12.99
Midnight Resistance	8.99	12.99
Might & Magic 2	N/A	15.99
Mighty Bombjack	8.99	12.99
Muscle Cars (T.D. II)	N/A	6.99
National	8.99	N/A
Nightshift	8.99	12.99
Pirates	11.99	14.99
Pools of Radiance	N/A	19.99
Red Storm Rising	11.99	14.99
Risk	9.99	12.99
Saint Dragon	8.99	12.99
Silent Service	7.50	11.99
Skull & Crossbones	8.99	12.99
Space Rogue	N/A	14.99
Super Cars (T.D. II)	N/A	6.99
Tangled Tales	N/A	15.99
Teenage Mutant Turtles	8.99	12.99
Test Drive 2	8.99	12.99
Times of Lore	7.50	14.99
Ultima 5	N/A	14.99
Ultima 6 Disk only	N/A	19.99
Ultimate Golf	11.99	14.99

CARTRIDGE CBM64

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Chase HQ 2	19.99
Last Ninja Remix	14.99
Myth	17.99
Navy Seals	19.99
Oils Wells	7.99
Operation Thunderbolt	19.99
Pang	19.99
Robocop 2	19.99
Shadow of the Beast	19.99
Wrath of the Demon	24.99

FORTHCOMING ATTRACTIONS

	CASS	DISK
Alien Storm	8.99	12.99
Brain Blasters	8.99	11.99
Captain Planet	8.99	12.99
Code Scuba	8.99	12.99
Double Dragon 3	8.99	12.99
Duck Tales	8.99	11.99
Final Fight	8.99	12.99
Hudson Hawk	8.99	12.99
Hydra	8.99	12.99
Last Battle	8.99	12.99
Liverpool the Game	7.50	11.99
Lone Wolf	7.99	N/A
Night Hunter	9.99	12.99
Orcus	7.99	9.99
Outrun Europa	8.99	12.99
Over the Net	8.99	12.99
Player Manager	7.50	11.99
Sly Spy	7.50	11.99
Space Gun	8.99	12.99
Speedball 2	8.99	12.99
Starglider 2	11.99	14.99
Stratego	7.99	12.99
Terminator 2	8.99	12.99
Turbocharge	8.99	12.99
Twin World	9.99	12.99
Z-Out	8.99	11.99

Please note that the majority of the forthcoming attractions are not released at time of going to press. These will be despatched within 24 hours of release subject to availability

EDUCATIONAL

	CASS	DISK
Better Maths (12-16)	N/A	12.99
Better Spelling (8-Adult)	N/A	12.99
Biology 1	8.99	12.99
Biology 2	8.99	N/A
Chemistry 1 (12-16)	8.99	12.99
Chemistry 2 (O Level)	8.99	N/A
French Mistress (Beg)	6.99	N/A
French Mistress (Adv)	6.99	N/A
Fun School 2 Under 6	7.50	9.99
Fun School 2 6-8	7.50	9.99
Fun School 2 8+	7.50	9.99
Fun School 3 Under 5's	9.99	12.99
Fun School 3 5-7	9.99	12.99
Fun School 3 7+	9.99	12.99
Geography/W. Climate	N/A	12.99
German Master (Beg)	6.99	N/A
German Master (Adv)	6.99	N/A
Magic Maths (4-8)	N/A	12.99
Mapwork (12-17)	N/A	12.99
Maths Mania (8-12)	N/A	12.99
Donald's Alphabet Chase	8.99	11.99
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Mickey's Runaway Zoo	8.99	11.99
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SPECIALS DISK

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Thunder Chopper	4.99
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Toobin	2.99
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Willow	4.99
World Games	4.99

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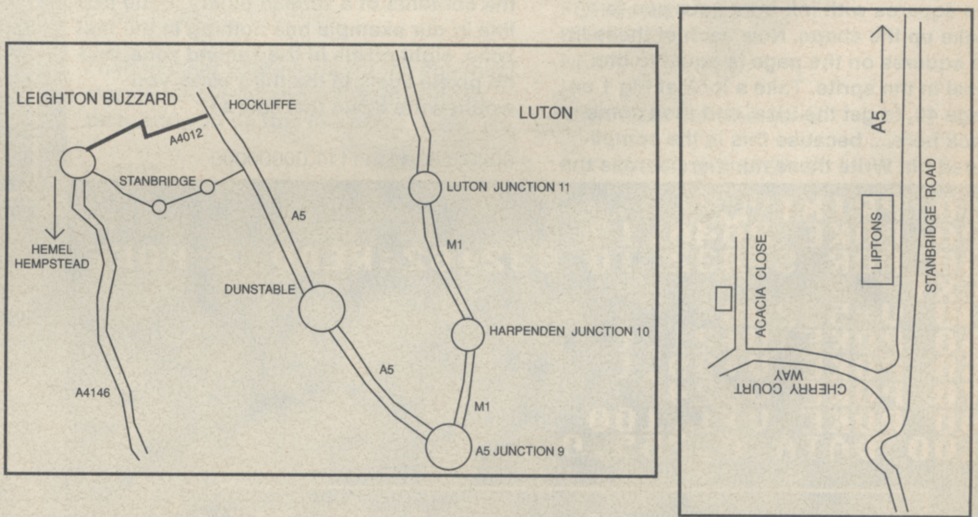


Maps showing direct routes from the motorway and A5

BACK TO BASIC

Phil South ***brings you part 7 of his Basic programming series for beginners. In this issue, Phil starts to explain how you can show off the 64's graphics, how to create your own sprites, and takes a look at hi-res graphics.... Go forth, fearless programmers, and paint your 64s***

In *Commodore Format* 10 we looked at character graphics but this time I'm going deeper – deeper into sprite and hi-res graphics. Sprites are graphic objects which can move around the screen and because they are on a different level to the main screen graphics, they don't disturb it in any way. It's as if the sprites were on a different level to the screen, like they were travelling over a sheet of film laid over the screen. Up to eight sprites can appear on the screen at a time. Many games programmers can get around this limitation by very sneaky means but for the time being this is out of your reach as this is mostly done using fast machine code routines.

MAKING SPRITES

The first step to making your own sprites is to design them. Sprites are blocks of pixels, 21 pixels high by 24 wide. Get a sheet of paper, graph paper is good for this, and mark out a block of 21 x 24. Then design your sprite on the paper, filling in the squares with ink from your pen to make up the shape. Now each of these little squares on the page is equal to one pixel in the sprite. Take a look at Fig 1 on page 46, to get the idea, and then come back here.... because this is the complicated bit. Write these numbers across the top of the grid *three times*: 128,64,32,16,8, 4,2,1 making each number correspond to one column of the grid. As I say, do this three times until all the columns are used up, as in Fig 1. Now number the squares down the side as 1-21.

This is your basic sprite grid, and you will use this every time you build a sprite. (If you want to make a sprite which is bigger than 21 x 24, you have to bolt two sprites together, and move them around the screen as one.)

Each of the rows of 8 squares from left to right along the top (numbered 128 down to 1) are a zone, and you can divide the three of them up just like in Fig 1 and number them 1-3. Each zone holds a byte of data, and you get the numbers to put into your Basic program by writing down the contents of a zone in binary. If the first line in our example has nothing in the first zone, eight pixels in the second zone, and no pixels again in the third zone, you would write down that row as:

00000000,11111111,00000000

In binary a '0' indicates an empty square and a '1' indicates a full one. To convert these binary numbers to decimal you can either use a calculator that does hex to dec conversion, or we can add the numbers for the second zone up like so:

128+64+32+16+8+4+2+1 = 255

So the bytes for that row of the sprite would be:

0,255,0

The next row is like this:

00000011,00000000,11000000

And you can add them up like so:

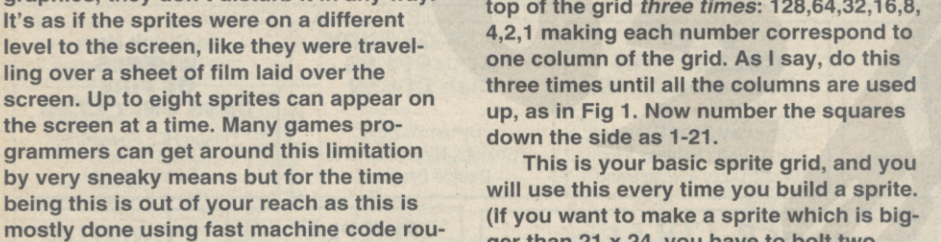
Zone 1: 2+1 = 3
Zone 2: 0= 0
Zone 3: 128+64 =192

So the bytes for the second line are: 3,0,192 and so on down the sprite until we have the whole batch of data for the sprite converted into decimal. All you are doing is adding the numbers for the columns which have a '1' in them. So if there is a number in the column with a 128 at the top, and one in the column with 64 in it, but no others, then you add 128 and 64. Like this:

128 64 32 16 8 4 2 1
1 1 0 0 0 0 0 0

128 +64 +0 +0 +0 +0 +0 +0 = 192

This is the way you convert binary (base



```
10 PRINT"♥"
20 POKE 2040,13
30 FOR S=832 TO 832+62:READ Z:POKE
EXT
40 V=53248
50 POKE V+21,1
60 POKE V+39,1
70 POKE V,24
80 POKE V+1,100
100 DATA 0,255,0
```

...continued on SPRIT2.IFF!

2) to decimal (base 10). I'm sure you've come across this before, so I won't dwell on it.

Our example sprite is a little Monty Mole type character in a bubble shaped space ship. Obviously to get him facing the other way, you'll have to reverse all the data on the grid and recalculate the decimal numbers.

To load all the data into a sprite, you have to POKE the location in memory which deals with sprites. Any data POKEd into these locations can then be written to the screen as a sprite. And where are these locations?

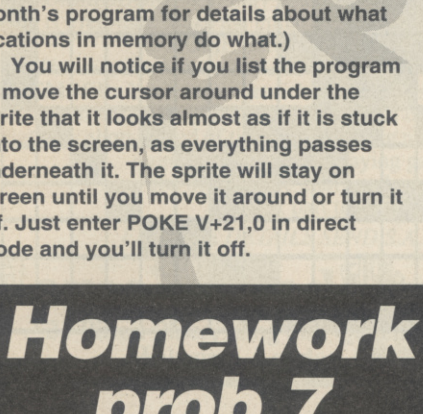
The locations for sprite data and movement begin in the Display Chip at 53248, so in order to make it easy we let this number equal a variable like V, and just add numbers to it to load in the data and move the sprite around. (See this month's program for details about what locations in memory do what.)

You will notice if you list the program or move the cursor around under the sprite that it looks almost as if it is stuck onto the screen, as everything passes underneath it. The sprite will stay on screen until you move it around or turn it off. Just enter POKE V+21,0 in direct mode and you'll turn it off.

Homework prob 7

Nice easy one this month. See if you can create a bit of Basic code which draws a cube on the screen. Make it a perspective cube, you know the sort of thing, like the one we've drawn here.

Use the techniques outlined in the main text and create the program to draw a cube on screen. And for the really ambitious, try filling it with colour too! If you're really REALLY ambitious you can try rotating the cube round in 3D, but I don't think you'll succeed, personally. We'll cover tricks like that in the months to come. But give it a go anyway and see what you come up with. Let me know how you get on. Don't forget all the work we've done in this series so far and you'll be alright in the end.



Step by step

This month we learned about:
1) How to design a sprite.
2) How to transfer that design from paper to computer.
3) Access hi res graphic screens.
4) Plot to those screens.

HIGH RESOLUTION

Unlike so many other computers, drawing hi-res graphics on the 64 isn't very easy and you have to do a lot of POKEing around to get lines on the screen.

You turn on the hi-res screen by using:

```
POKE 53265, PEEK(53265) OR 32
```

To turn it off you type this:

```
POKE 53265, PEEK(53265) AND 223
```

You can save yourself a bit of typing by making a variable equal the number of the memory location, like so: N=53265. Then you can just use: POKE N, PEEK(N) OR 32 and POKE N, PEEK(N) OR 223 which is a bit simpler to handle.

Once you've turned the mode on you can plot points and lines to the screen using the following steps. First you must clear the screen. Then you must set the colours that you are going to use. Finally you plot the lines or dots on the screen.

First you have to set the beginning of the bitmap screen to 8192 and you do this by typing:

```
POKE N, PEEK(N) OR 8
```

Then to clear your hi-res screen you must start at on corner and set all the bits to zero, and you do this like so:

```
B=8192
FOR C=B TO B+7999
POKE C,0
NEXT C
```

Finally to set the colours of your screen for both ink (the lines you draw) and paper (the screen colour) enter this:

```
FOR E=1024 TO 2023: POKE E,3: NEXT
```

and the colours will be set to cyan and black. (Remember the N, C and E variables can be any letter you like. These are just the ones I use for the time being, but you could use X,Y,Z or A,B,C if you wanted. It doesn't matter.)

Now all we have to do ('All,' he says!) is plot the points and lines to the screen. Although the screen resolution is 320 x 200, for some arcane reason you address each pixel on the screen by looking for its row (0-24), character (0-39), and line within that character (0-7), and finally the bit on that line (0-8). It's as if you are saying "go x characters along and down, look for the nth line in that character and choose the nth bit" and there's your dot. That's how you have to do it.

The row number of the point you want to plot is expressed as:

```
ROW = INT(Y/8)
```

The character position is said to be:

```
CHAR = INT(X/8)
```

The line is:

```
LINE = Y AND 7
```

And the bit on that line is:

```
BIT = 7-(X AND 7)
```

Sounds complex, but let's put it all together as one formula:

```
BYTE = B + ROW * 320 + CHAR *8 + LINE
```

B is the start of the screen, as we said above. This all sounds very complex, and indeed it is, but read it all very carefully and you'll soon get the hang of it. Let's draw a sine wave on the screen using these techniques. First set up the screen and clear it as we said before:

```
N=53265
POKE N, PEEK(N) OR 32
POKE N, PEEK(N) OR 8
B=8192
FOR C=B TO B+7999
POKE C,0
NEXT C
FOR E=1024 TO 2023
POKE E,3
NEXT
```

Then draw the sine wave:

```
FOR X=0 TO 319 STEP .5
Y=INT(90+80*SIN(X/10))
CH=INT(X/8)
RO=INT(Y/8)
LN=Y AND 7
BY=B+RO*320+8*CH+LN
BI=7-(X AND 7)
POKE BY,PEEK(BY) OR (2*BI)
NEXT X
POKE 1024,16
```

And put a line on the end like:

```
999 GOTO 999
```

Or whatever the last line number is. The formula which actually draws the sine wave is in the line beginning Y=INT(90+ 80... etc. From this you should be able to put your own mark on the screen.

This should give you enough to be going on with, and soon, if you take all this apart and make your own programs, you'll be whizzing lines all over the screen in no time.

GOODNIGHT

So that's the beginning of advanced graphics on the C64.

Simple, innit?

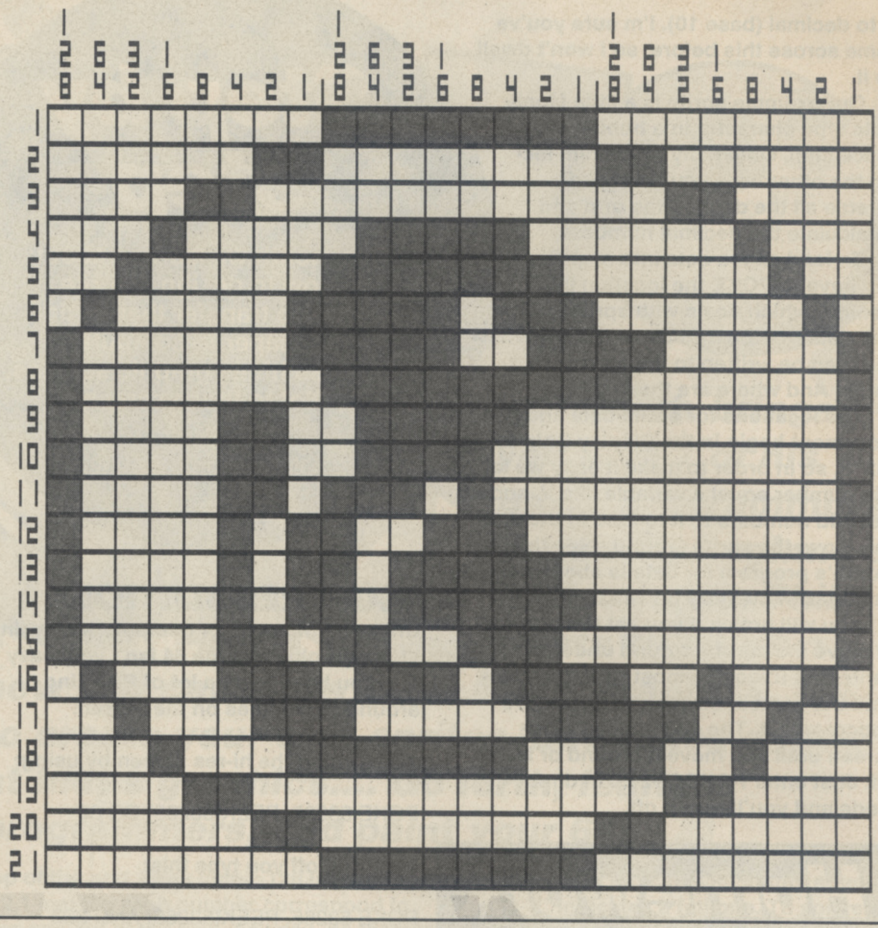
For more about this and delving even deeper into the graphics modes, see me next time for the scoop on hi-res multi-colour mode and multicolour sprites.

Write to Phil

And let him know how you're getting on with the series. Or ask him about anything that has you puzzled. The address is:

Back To Basic, Commodore Format, 30 Monmouth Street, Bath BA1 2BW. Phil cannot answer individual letters.

Fig. 1



Blow by blow

(that listing in full...)

This month's program is a sprite program, using the data from my example sprite, which creates it but doesn't move it around. Some of you might like to steal data from my previous sprite program in issue 6 to move it, but for now you may have to wait and see what we do with it next issue.

Line 10 clears the screen by printing a CLR/HOME character.

Line 20 sets the "sprite pointer" to get its data from Sprite number zero at location 2040.

Line 30 starts loading the sprite data from the DATA staements and POKEs them into 63 bytes starting at location 832 to 894. This is where sprite 0 stores its data.

Line 40 saves us time and typing by setting the variable V to the same number as the start of the Video Chip location in memory, that is to say 53248.

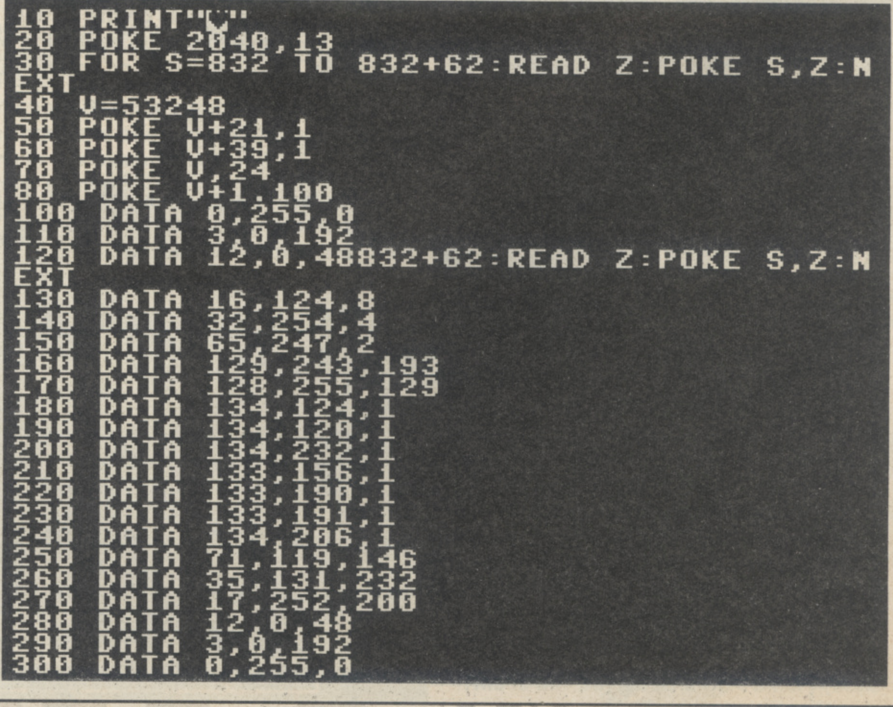
Line 50 turns the sprite on. To turn it off you simply have to POKE V+21,0.

Line 60 sets the colour of sprite 0 to white.

Lines 70 and 80 tell you where the sprite will sit on the screen, using X and Y co-ordinates, where X is left to right and Y is up and down. Line 70 POKEs V with the X location of 24, and line 80 POKEs V+1 with the Y location of 100. 24 is the furthest left you can place a sprite on the screen and see it all, as there is a border around the screen which you can't see.

This is so you can bring a sprite onto the screen smoothly without having it appear suddenly at the edge. If the X and Y were both zero, the sprite would be at the top left hand side of the screen, out of sight (but not memory).

Lines 100-300 are the DATA statements which the READ command in line 30 uses to build the sprite. The data was calculated using the sprite diagram in Fig 1.



```
10 PRINT"♥"
20 POKE 2040,13
30 FOR S=832 TO 832+62:READ Z:POKE S,Z:N
EXT
40 V=53248
50 POKE V+21,1
60 POKE V+39,1
70 POKE V,24
80 POKE V+1.100
100 DATA 0,255,0
110 DATA 3,0,192
120 DATA 12,0,48832+62:READ Z:POKE S,Z:N
EXT
130 DATA 16,124,8
140 DATA 32,254,4
150 DATA 65,247,2
160 DATA 129,243,193
170 DATA 128,255,129
180 DATA 134,124,1
190 DATA 134,120,1
200 DATA 134,232,1
210 DATA 133,156,1
220 DATA 133,190,1
230 DATA 133,191,1
240 DATA 134,206,1
250 DATA 71,119,146
260 DATA 35,131,232
270 DATA 17,252,200
280 DATA 12,0,48
290 DATA 3,0,192
300 DATA 0,255,0
```

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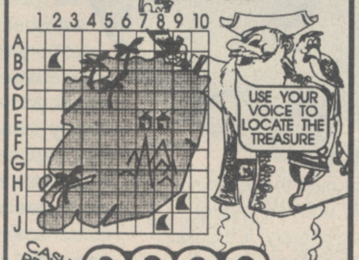
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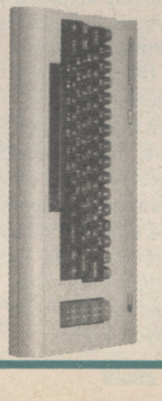

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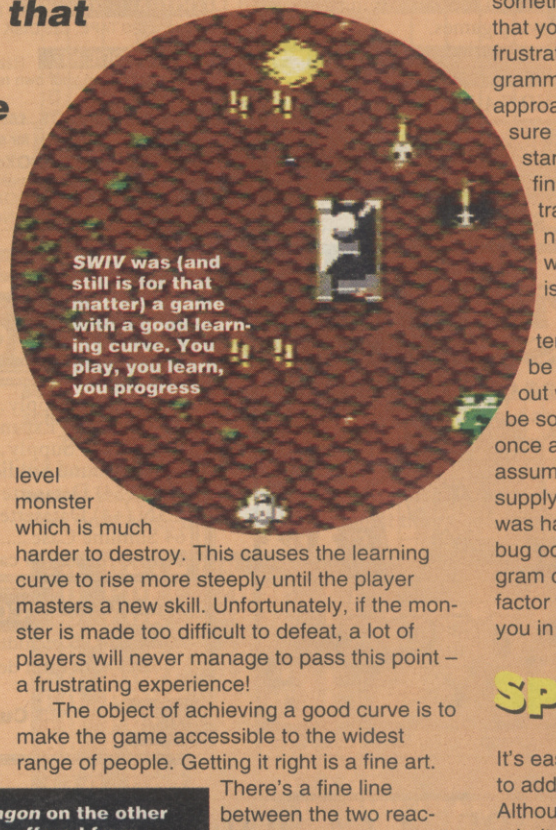
HOW TO MAKE GAMES PART 2 (AND INFLUENCE PEOPLE)

Back by popular demand (and 'cos we didn't finish it last month), your guide to making vast wadges of cash by writing games. And who is going to let you in on the secret of untold wealth? Why it's that successful gamesmith* Martin Walker *of course

At the end of the first part of this feature we got as far as presenting the game to game testers for feedback. This information is extremely important in perfecting the learning curve. For those who haven't come across the idea of a learning curve before, it's a way of describing your success at playing the game by means of a graph which plots a player's progress through the game against the time spent playing.

The first time you play you will have little idea of what to expect (unless it's a clone, in which case it may seem all too familiar!), so you won't expect to get very far. Having lost all your 'lives' on the first occasion you might expect to get a little further on the second and third plays and so on. If you get further into the game by the same amount each time you play, then a graph of progress against time will be a straight line (ie your skill steadily increases).

In the case of the classic multi-level shoot 'em up there will nearly always be an end-of-level monster which is much harder to destroy. This causes the learning curve to rise more steeply until the player masters a new skill. Unfortunately, if the monster is made too difficult to defeat, a lot of players will never manage to pass this point – a frustrating experience!



SWIV was (and still is for that matter) a game with a good learning curve. You play, you learn, you progress

The object of achieving a good curve is to make the game accessible to the widest range of people. Getting it right is a fine art. There's a fine line between the two reactions: 'just one more go' and '*!?!* this'. Many games rely on piling on opponents at higher levels to make a game more difficult so that, eventually, only the fastest trigger finger can survive. This approach appeals to only a certain percentage of players but it's typically found in arcade machines. Here the object is to keep people feeding in the money. It works.

***St Dragon* on the other hand, suffered from being far too easy. Who knows? A little more playtesting may have brought this problem to the fore in time to make changes**

Hidden strategies can be used as a major part of gameplay ('I think therefore I aim'?) or you can offer players options to enable them to choose a style of play which best suits them. One of my all time favourite games was *Star Raiders* on the old Atari 400/800. This had four levels of play from beginner to expert but each higher level introduced new features. Thus the first time player could start with minimal skill and enjoy the game. Once the basics were mastered the next skill option would introduce more vicious opponents and more things the player had to do. The only way to get the highest scores and become a 'Starship Commander class 1' was to perfect each level in turn until the most difficult mission could be attempted. The result was a game that was satisfying for at least six months of play!

DE-BUGGING

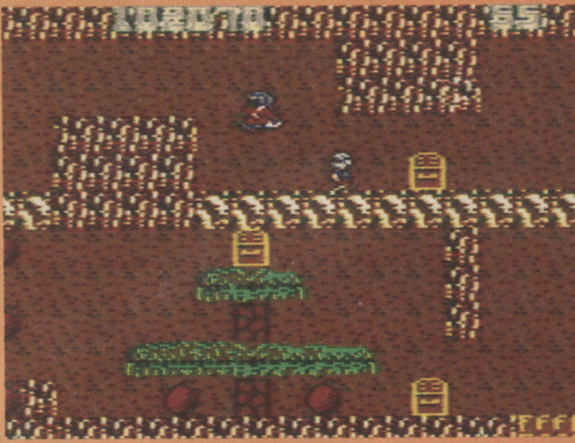
During the course of development it is inevitable that bugs will appear in the program. However carefully you code, something nasty and unexpected will happen that you'll have to track down and fix. This frustrating turn of events has many a programmer burning the midnight oil. A sensible approach to coding helps here: always make sure that one routine is fully tested before starting the next – never be tempted to finish something else before you try to track down a bug. At least then you can narrow down the bug to one routine when it first appears and then further isolate it to a specific line of code.

The worst sort of bug is the intermittent one. With a consistent fault you can be systematic in your approach to finding out what's causing the problem. You can't be so methodical when the bug only occurs once a week. Such odd bugs should not be assumed to be a errant spike from the mains supply, however. Try to note exactly what was happening in the game each time the bug occurred and where in memory the program crashed. If you then notice a common factor from your notes, it can at least point you in the right direction.

SPIT'N'POLISH

It's easy to underestimate the time it will take to add the final presentation touches. Although finishing the game itself is your top priority, there are also these final touches – loading sequences, title screens and options, ending sequences and instruction writing. Bear in mind that the first thing everybody will see is the loading or title sequence. This will set the scene for

Here's an example of a good presentation screen (well we liked it anyway)



***The Mighty Bombjack* turned out well because it built on the already successful *Bombjack* formula. *The Sentinel*, while being an original idea, succeeded on the strength of its gameplay. Sadly, this is an exception to the rule**

the game, and first impressions are always important (not least for good reviews). But, however impressive the presentation sequence may be, always try to include a bypass for the player who has already seen the it dozens of times before. Adding options for two players can sometimes be a tedious task for the programmer but different people may like to play in different ways, and they will appreciate a choice.

By this point in the project one of two other situations may arise. Either the programmer will feel burnt out after too many all night coding sessions (and in need of a little encouragement) or the deadline will have arrived with programmer still desperately trying to add little touches. Meanwhile, the publisher is impatient to get the product into the shops.

Knowing when to stop can be tricky and your playtesters are very helpful here. They are far enough removed from the development process to be objective but involved enough in the 'feel' of the product to have definite opinions of their own. A tester with a creative mind and good powers of communication can often suggest a tiny change that adds a definite edge.

Once the programming's complete, a final thorough testing session is normally undertaken by several people with the master files, in order to spot any bugs that may have escaped unnoticed. Once this has been done, the product will be mastered. This involves transferring the completed and tested code (along with any turbo loaders and protection routines) to the machine which produces the actual product that will appear in the boxes. Normally the duplicating company will be able to add some protection against copying, but programmers may also add some protection of their own in the game itself. Why give pirates a break?

When the first few samples have been produced from the duplicating machine, they're tested thoroughly to ensure that no corruption of the files has occurred. We've all heard the horror stories when thousands of tapes or disks arrive on the market with a bug caused by one corrupted byte. No-one wants this to happen – after all, besides the frustration the customer suffers, it's extremely expensive to re-master and then replace the faulty copies!

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The publisher's marketing department organises the design and manufacture of packaging and instructions. Check the instructions carefully before they're printed and get other people to read them through too. Bad instructions are crippling. Getting some one to play the game for the first time helps the process.

You may want (or be asked) to offer sneak previews to magazines during development. There are two schools of thought here – previews let people know what to save up for (hopefully!), as well as letting the programmer have the benefit of more constructive feedback. Staff reviewers get to see and play most games that come onto the market and know as much as anybody about that market. But in the past 'exclusive previews' have caused much acrimony between rival magazines and some writers also feel that is better to get the full impact of a finely honed and polished finished product than it is to see it warts and all in the earlier stages. (*Editor's note: we like to see previews but we always make say whether it's a preview or a finished product and* Commodore Format *never makes any judgment about the quality of an unfinished game.*) In the end though, publicity always counts, and any mention will be valuable.

Well, here we are at the end of the journey. The finished product has been mastered, duplicated, reviewed and finally it appears in the shops. We can now sit back and wait for the royalty payments to come flooding in and then retire to the Bahamas. Alas, in real life things are rarely so simple. As I said last month, there always seem to be far more clones than originals on the shelves. So what goes wrong?

MONEY FOR OLD ROPE

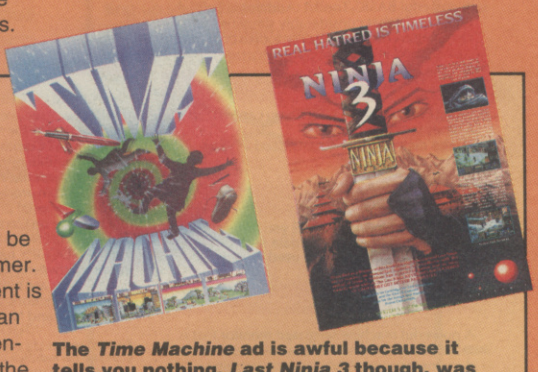
One difficulty an original faces is, ironically, a strength of the clone – familiarity. Arcade conversions and games that stick to well known formats (horizontal shoot'em ups top the list!) offer the customer a pretty safe bet. Everybody knows roughly the kinds of games they like or dislike. An original is a gamble, especially if you can't try it out in the shop, and in the case of disk based games this may mean gambling £25. If you've ever bought a disappointing game, you'll know the feeling only too well!

Even getting original games into the shops can be difficult. Mutant Turtles get guaranteed shelf space: whereas an unknown game presents a gamble to any outlet. Stockists can only judge by the commitment of the publisher – so the size of the ad' campaign is important to big chains. Good reviews help to sway them, as well as your track record.

However, if W H Smiths and Boots don't choose to stock your game at their selection meetings then it may halve your potential sales at a stroke. You may even be unlucky to suffer from bad timing – despite being proposed as an excellent product, four other excellent ones are published at the same time, and yours simply doesn't end up on the shelves.

Independent shops and mail order outlets tend to order games in lower numbers but they have more time to read reviews and tend to take more interest in them. Original games that get good reviews tend to be well stocked and you can probably get a demo if you ask. Having said all this, it has to be noted that an original game often fails to produce huge royalty cheques, although the project might have been satisfying in itself. And critical success is still very worthwhile and appreciated. But the bottom line is that only occasionally do originals manage to force their way to the top of the selling pile – it's a sad fact of life that it's more profitable to program conversions and clones.

WHETTING APPETITES



The *Time Machine* ad is awful because it tells you nothing. *Last Ninja 3* though, was given a much more professional start in life

One problem with an original game can be trying to describe it to a potential customer. The most potent part of an advertisement is the image that accompanies it – either an artist's impression of the game or screenshots. It may not be feasible to convey the feel of some games with screenshots. After all, a static image can't convey gameplay. It helps if you can supply the publisher with a list of features that encapsulate the feel – otherwise you may find that the marketing department dream up some dubious ones of their own, after seeing the game for only a few minutes! And if you want people to buy the game, you need a decent advertisement.

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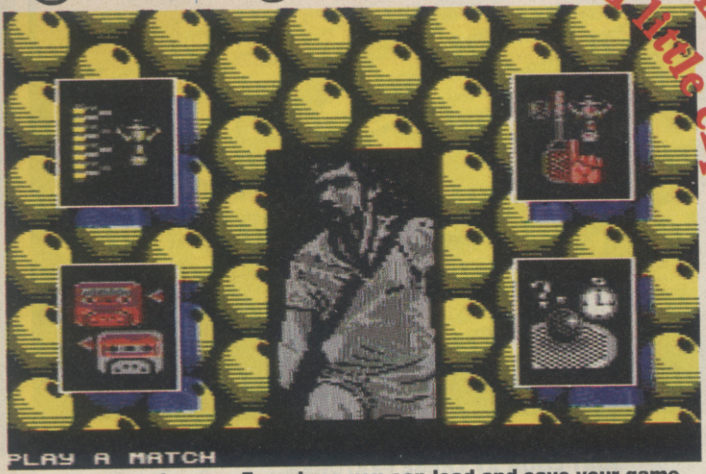
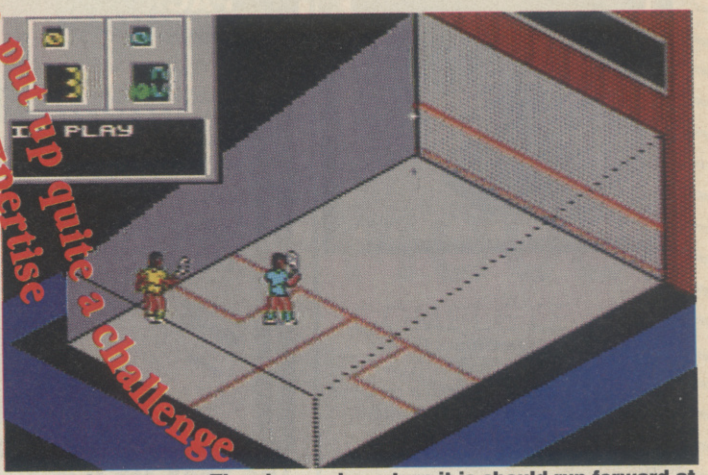


The tournament menu. From here you can load and save your game, view your overall ranking in the competition and change some of the match variables (like ball type for instance)



A game in progress. The player whose turn it is should run forward at this point to intercept that low ball. If it hits the ground for a second time a point is lost. Predicting the ball's trajectory is vital

JAHANGIR KHAN WORLD CHAMPIONSHIP SQUASH

Years ago, I vaguely remember playing a game on the Spectrum (it was a friend's, honest) called *Jonah Barrington's Squash*. It featured some of the worst synthesised speech I've ever heard, but the point is it was also on the C64, and I can't recall there being another squash simulation until now.

Jahangir 'I have balls of four different types' Khan has endorsed the latest product from Krisalis. It's an arcade squash sim or, to be more precise, two sims. Side A of the cassette contains the club game: basically a mini league featuring a ladder arrangement of up to eight rungs. Each rung contains four to six players and you need to play each of the club members in your rung and finish in the top two. If you're successful you get promoted to the next rung. If you finish last or second to last you get put down a rung. Get to the top of the eighth rung and you're the club champion.

For a bit more of a challenge flip the tape and boot up the Tournament game to take part in the world championship. This knockout competition is much less forgiving: get beaten here and you're out of the championship – game over.

Playing is dead easy to start with, allowing you to put up quite a challenge with little expertise. As long as you can perform a legal serve, you can sustain lengthy rallies simply by positioning yourself correctly and hitting fire. For harder opponents though you need to familiarise yourself with the more intricate types of shot available. You can do normal shots, power shots and drop shots with both a left and right bias, although these do take some joystick practise to get right.

select the two player option and go up against a friend

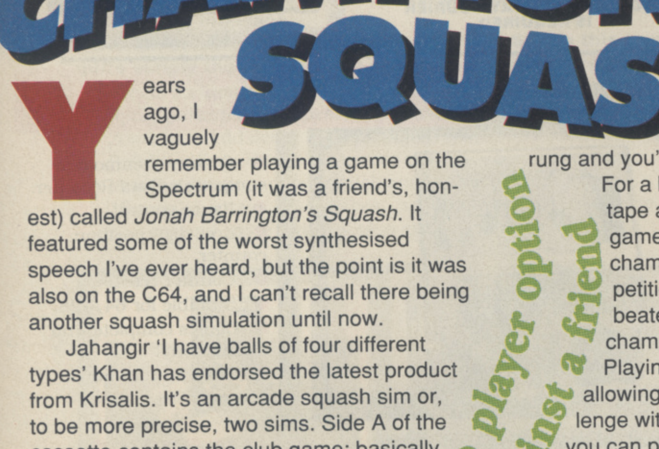
To add some variety, there are a number of different game options. You can watch, in full, any other players' games to weigh up the competition. There are also four ball types, each with a different level of bounciness according to your taste. Also, if you get paranoid about the computer players being better than you, select the two player option and go up against a friend.

JK Squash is a hoot to play, at least in the short term. But even if you find yourself getting better at it, each round does get quite repetitive towards the end. Most fun is to be had by playing against a friend.

Despite shortcomings in the gameplay, the presentation is more than up to scratch. The icon system works well, the court is very nicely drawn and the dinky little hi-res player sprites are neat, if poorly animated.

This isn't a game that will have you frothing at the mouth but given that it's such good fun to play (especially in two player mode), it's one of those games that you'll keep to one side of your C64 and come back to when nothing else takes your fancy. In fact, it could make quite a refreshing change.

ANDY



The club option screen. Club games are more relaxed with nothing more to lose than a position in the club ladder. Other than fixtures, the options are the same as in tournaments

Game	***JK Squash***
Publisher	***Krisalis***
Cassette	***£11.99***
Disk	***£15.99***
Release	***Out now***
Contact	***0709 372290***

POWER RATING

THE DOWNERS...

- Play gets repetitive in the long run, unfortunately
- The view of the court makes it difficult to position your character at first (expect similar problems setting up shots later)
- The more complex shot types take time to memorise

100

66%

0

- **Icon driven – hurrah!**
- **Riveting (at first) in one-player mode, always exciting in two-player mode**
- **Detailed and colourful court and player graphics**
- **Different ball types enhance gameplay**
- **View match option provides a break from play**
- **It even plays a good game of squash**

...AND THE UPPERS

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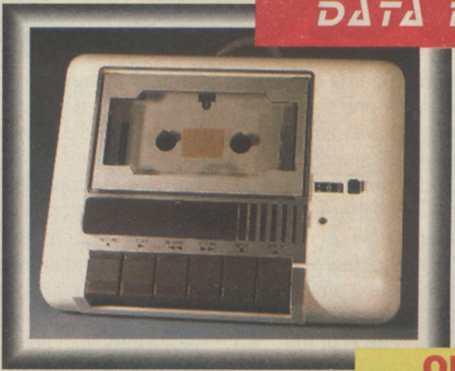

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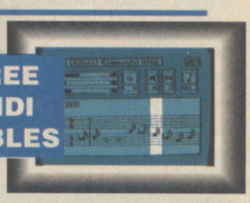

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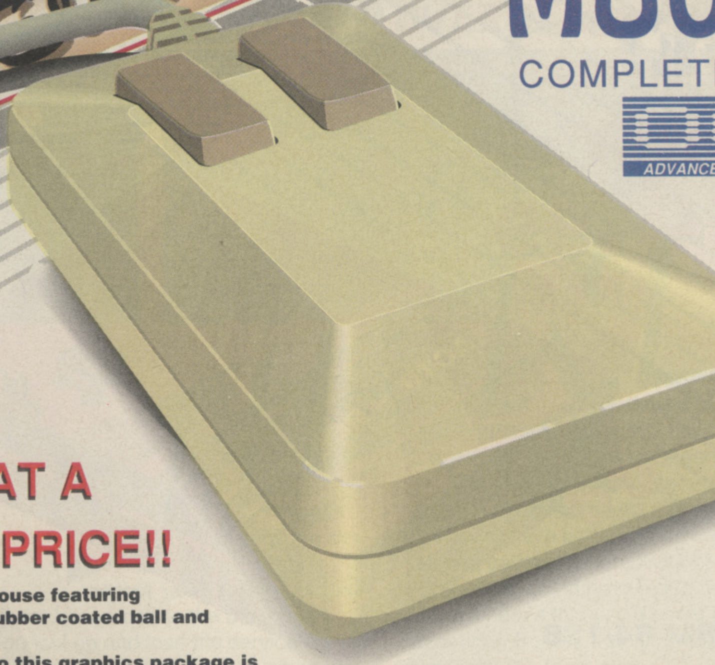

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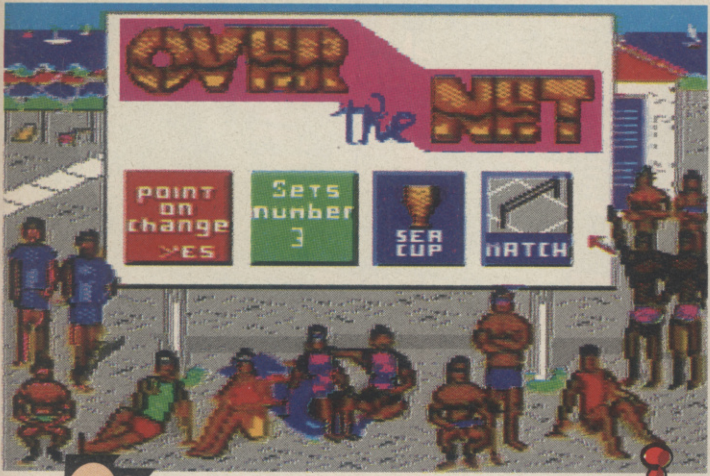
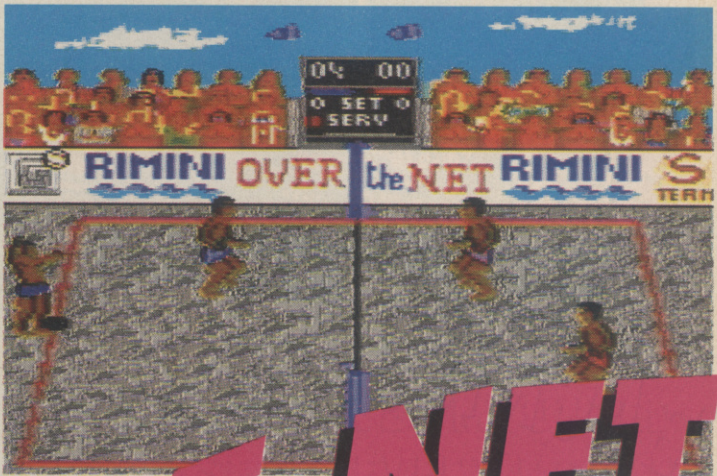
ARVI 3

The option screen, from which anything is possible... well, almost anything. Actually, not very much if the truth be told. You can change the scoring system, the number of sets played or you can enter the cup



Serving is simple. Press fire and, lo and behold, the ball flies into the air. Then, when it falls back down to earth, pressing fire again sends it hurtling into the other team's half. If only it was all this easy



OVER THE NET

The blistering sun is kissing your tanned skin, your ears are being serenaded by the gentle, musical lapping of the waves against the shore and your eyes are feasting 'pon the miles and miles of grey, murky sand... At first I thought the game was set on the site of some old US airbase in the Philippines, the beach made of volcanic ash. But no, the sand is grey because the C64's colour palette can only do so much. Anyway, where there's a beach there's beach volleyball and now there's a beach in your 64, thanks to the Genias crew.

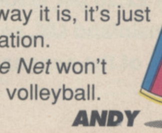
Over The Net is a sport sim' for up to two players. These players can be either chummy and play on the same team or play for opposing teams. Each team consists of two beefy blokes in shorts. The rules are simple enough: work together to hit the ball 'over the net' – don't let it hit the ground. It ain't easy?

There are five play options. First comes the 'point on change' option. All this does is change the scoring system slightly. If you accept 'point on change' then a point is awarded to the other team when you foul up and lose the service. Otherwise you can only get points when you keep hold of the service and not during the crossover. The second adjustable option is the number of sets played. Set this to one every time if you value your sanity. The next two options sort of go hand in hand as the first is 'cup match' which enables you to enter a tournament, followed by 'match' which only accesses one-off games. The final option appears when you've actually decided to play a match and is the single/multi player option.

Controlling your player is simple. The joystick moves you up down left and right. Pressing the fire button makes your man volley the ball. So it should really be a case of positioning yourself and pressing fire. Unfortunately, pixel perfect positioning is required before the game allows you to even initiate a volley. If you're slightly out of position, your blokey doesn't even move, he just stands there as if paralysed from the hair-parting down. This leads quickly from annoyance, to frustration, then on to anger, followed by blinding rage and finishing nicely with a call to the Samaritans, if you get my meaning.

> Your blokey just stands there as if paralysed from the hair-parting down

This is a real shame, because had the collision detection been a bit more forgiving this could have been a fast moving and challenging game. The simplicity of a two on two competition could have led to an uncomplicated wheeze that you'd come back to time after time. But the way it is, it's just not worth the frustration. Hopefully, *Over The Net* won't be the last word on volleyball.



ANDY

Game	**Over The Net**
Publisher	**Genias**
Cassette	**£9.99**
Disk	**£9.99**
Release	**Out now**
Contact	**0494 472266**

POWER RATING

THE DOWNERS...

- ■ Collision detection is merciless to the point of making the game unplayable
- ■ The option menu and game are loaded separately causing annoying delays between games
- ■ The sprites are a bit blocky making positioning even more tricky
- ■ Grey sand? Attention to detail is sadly lacking
- ■ Jumping near the net seems second nature to your opponents but next to impossible for you

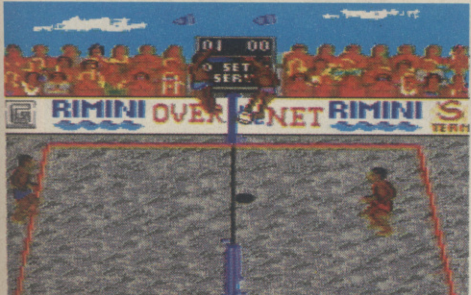
100

41%

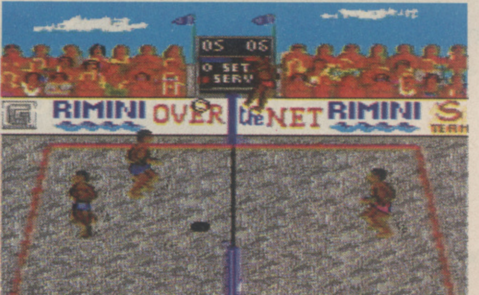
0

- ■ Pretty hot sprite animation for all the volleyball moves
- ■ The icon system gets you from A to B no messin'
- ■ Spikin' fast gameplay
- ■ For the best results play against a friend

...AND THE UPPERS



How not to return the ball. The bloke jumping on the right should have rocketed the ball into his opponents half... but he didn't



But, this time, he fared better. If you can pull off this tricky shot, it's practically impossible for your opponents to return it

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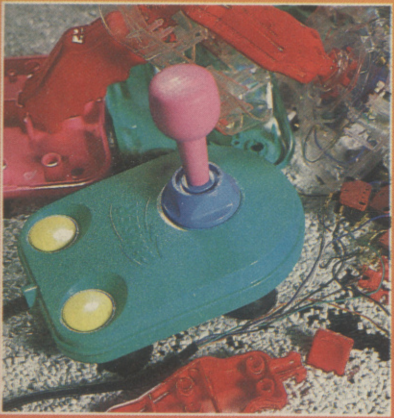

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If you are interested in public domain software and what it has to offer you as a C64 user, try writing to David Dewar at the usual* Commodore Format *address?

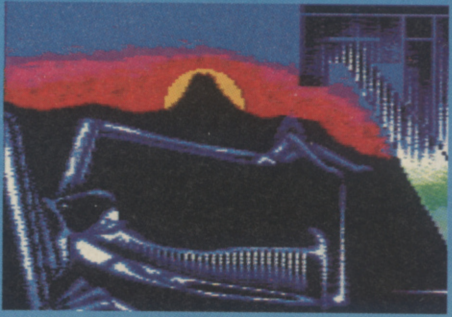
Over the last couple of months the PD scene has been virtually bombarded with an increasing number of new and impressive 'disk mags' which are being continually created and released in all shapes and form. It seems these days that any new demo group wanting to get their name well known work hard at coding a good disk mag. When it's released they pray for instant stardom, mega-fame and the adoration of the masses and why not, I say. (*Steady on – Ed.*)

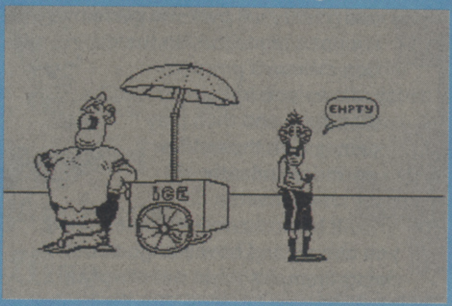
Disk magazines are simply mags published on 5$^1/_4$ inch disks as opposed to paper and ink. They're novel and entertaining. Many come with a flashy menu, music and graphics. Some even take up the whole of a side of a disk with kilobytes of packed news. The actual contents of these mags usually includes info about demo groups, games, films, music and demo reviews, party reports and demo charts (best coder, best crisps and so on...). Some mags even go one step further and include regular interviews with top stars from the C64 world. Some have amusing cartoons and joke sections, other are even wackier and weirder.

The vast majority of disk mags are very well put together and I recommend any keen follower of the 64 to suss a couple out. One of my personal favourites is a German mag called *Mamba*. It includes many nice touches and the recent issue contained an interview with *Turrican* (and sadly now ex-64) programmer Manfred Trenz.

Raise your hand if you thought Tony Crowther's *Juggler* demo was well wicked... One... two... three... four million enthusiasts (myself included). You'll be glad to hear that Ratt has made a sequel titled *Ratt's Movie 1*. While it isn't as eye popping as the Juggler the hi-res animation could teach a lot of coders a thing or two!

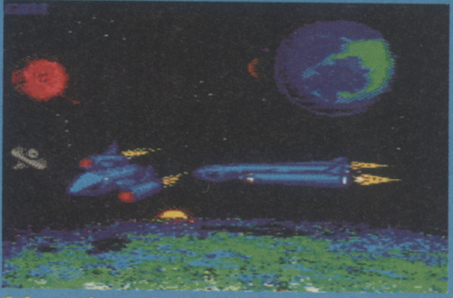
That just about rounds it up for this month. But if you have written any of your own demos then please send them to me, care of *Commodore Format* and, who knows, with luck and a following wind they could be featured in a future PD column!


What is it? Well, it's a Granx-wangler watching the setting of the Jankthangrian sun



This is actually a neat animated affair, but sadly we can only give you this static grab

WORLD NEWS
FUTURE
An intro screen from the World News mag-on-a-disk. (*I only look at the piccies – Ed*)


A frame from an animated sequence produced by none other than Tony Crowther

Five demos no 64 freak should be without

1. *Digital Acid:* now three years old, this demo is still a classy piece of coding. Includes a a sampled acid track complete with hypnotic strobing, pulsating Smilies.

2. *Juggler:* a stunning rasta scan animation successfully converted from the Amiga by Tony Crowther.

3. *Road Of Excess:* a multiload demo that includes a vicious vector sequence with all kinds of shapes spinning perfectly.

4. *Red Hot Chili Pepper:* simply packed with loads of mind blowing fx that really drive the 64 to its limits.

5. *Ice Cream Castle:* another classic from Crest. It includes a massive 120 sprite multiplexor in one part alone!

These are just a few of the demos that currently stand out from the crowd. There are promising new releases all the time. I'll keep you posted.

CF SHOW – WHO DUN WOT

Commodore!
SPINDIZZY
CF SHOW EXTRA SPECIAL PD DEMO
POWER PACK
PLUS 4 DEMOS!
RODLAND
3D CONSTRUCTION KIT
P.P. HAMMER
SPEEDBALL 2

Code and music: David Dewar
Graphics: Paul Ingram

Some dead impressive facts:

- 40 monochrome and multicolour sprites
- Four full Char sets
- Four pieces of original music
- A three-screen rasta split that allows three different char sets, 24 sprites and three separate char colours in each of the three zones to be displayed on the screen at once
- Two rapid horizontal colour scrolls
- Five sinus routines which rotate sprites in preset, mathematically calculated positions

Music news from the scene

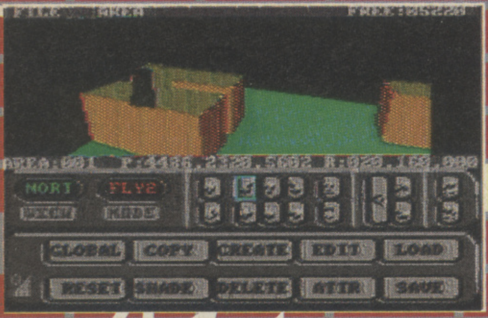
If you can check out the demo of a new German game called *Gordian Tomb*, you should. It includes some remarkable music by sonix maestro Thomas Detert that lasts for a staggering 32 minutes.

I've recently received word that the much liked music group Maniacs Of Noise are no longer together. MON leader Jeroen Tel (the man responsible for *Out Run Europa*) has moved from his native Holland to set up base over here, working in-house for Probe on projects which at this stage are still shrouded in secrecy. Fellow member Charles Deenen has left the 64 scene altogether and is now earning Big Bucks writing music for TV and radio commercials in America.

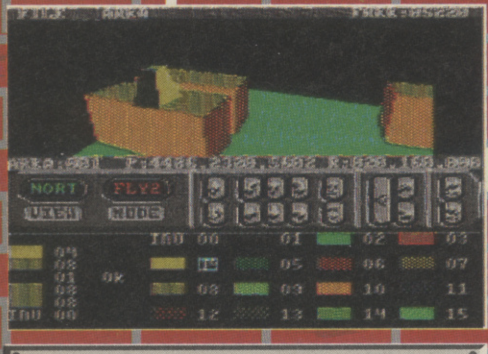
Keep an eye (and ear) open for a new German music group Demons Of Sound whose wave making is making waves at the moment. Their quality tunes are destined for game fame.

3D CONSTR

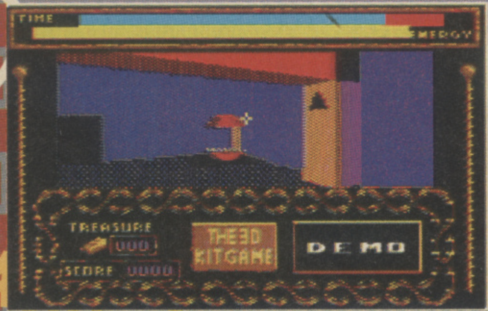
Domark finally release the secrets of Incentive's Freescape design system and our reviewer is sent to investigate this thing called Virtual Reality. He finds nothing less than the power of creation... and the CF office – in his C64!



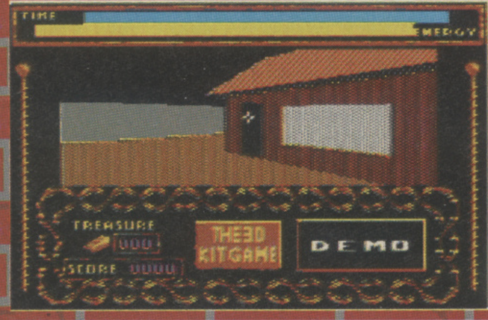
The cropped pyramid is the beginning of what will be a computer terminal sitting on a desk top but the colours need changing...



Easy! The Shade menu allows you to paint every face of every object differently – you can even make things invisible!



The crosshairs aim your laser. Fire at an object with a sensor and the object will disappear, open or do whatever you want



Using the Compiler and Condition Editor programs, you can give games displays which work (time, energy, score and so on)

It's a Corker!

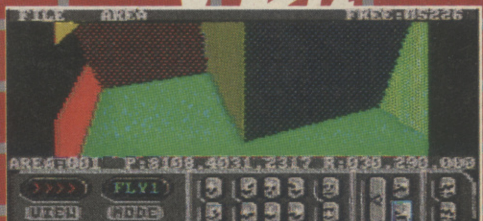
Hands up everybody who knows what the words 'virtual reality' mean. In case your paws are still both firmly fixed to these pages, virtual reality is a term used to describe computer generated environments. It's been overused by people who want to impress you ever since it was first coined. Now there's *3D Construction Kit* and it uses words like 'artificial' and 'reality' all over the place. It's not a game but, so the box claims, a program which allows you to build virtual realities – and then play games with those VRs independently of *3DCK* itself.

If I start to describe the things you can do and how you go about doing them, we'll run out of space before I get very far at all. But the basics are simple. So simple in fact, that I made a VR *Commodore Format* office just by sitting down with the program loaded up in front of me and experimenting for a couple of hours. And incredibly, I only had to look at the manual now and then. Stick around and I'll tell you what exploring VR is like.

Actually, the *Kit* consists of three programs and the first one of these I loaded up was the Environment Editor. The first thing you see, once the program is run, is a screen split into two halves: at the top, your window onto the environment; at the bottom a control panel.

In the beginning there was nothing. The 'area' covered by my environment was no more than a green floor with me in the dead centre. You can create well over 200 areas and link them together but the one you start with is big enough to explore. So I faced one edge and moved the cursor over the Create button on the control panel. Another row of buttons offered me a choice of things to create. I chose a rectangle and it appeared in front of me, standing on its edge. I selected the Edit button and the edit menu replaced everything else on the screen. I selected the rectangle to edit and the normal screen display returned. This time, the control panel was adorned with labelled arrows which enabled me to edit that rectangle any way I wanted. I began by pushing it away from me, watching it shrink as it went right up to the edge and stopped. Then I stretched it left, right and then up – as far as I could – in every direction. I'd built my first wall. I turned 90 degrees and did the same again with another rectangle. Using the Shade button, I made this one a different colour so that if I had to re-edit anything later, I could remember rectangles by their colours. When I got to the third wall (again turning 90 degrees) I made a long low rectangle. Then I used the Copy key to duplicate this, shaded it a dif-

Furnis



Having made the office shape, I floated in the corner of the room (above where Steve's desk would be) and looked down

UCTION KIT

ferent colour and hung it above the lower one to create a wall with a banded effect.

But I wanted to make a model of the *CF* office so that you could have a look around it. Our broom cupboard-like abode, which houses everyone on the team, is L-shaped. So I moved out of the centre until I stood with one wall behind me, and my two other walls leading off into the distance. Then, because *3DCK* displays co-ordinates at all times, I could make another rectangle and move it to where one of our office's intruding walls would be, ahead and to the right of me. After another short stroll around this, I built the other part of the L-shape and finally added the remaining far wall.

This was a good point at which to start taking advantage of some of the memory saving tips in the manual. You see there's no need to shade things you can't see. In fact, the program slows down if you do. All those rectangles I'd made had two faces. But from wherever you stood in my new office, you'd only ever be able to see their inner faces. So, going back to the Shade function I selected each rectangle in turn and painted each outer face INV (which stands for invisible). Now the computer would only draw the rectangles from the point I could see them. Because there were also two intruding walls in the office, I shrank the walls that joined them (from the Edit function), so that no wall extended behind any other. But it was when I attempted to put the door in that I got lost in virtual reality...

As I've already mentioned, the 'entrance' was generated along with the area. It was right in the centre, so I used a Reset control to put me back in the middle of the area. I was moved instantaneously but the centre of the area was now outside the office. I was somewhere on the other side of the two L-walls. But the genuinely spooky part was that I'd just made all the walls invisible from this side, so when I tried to move back into the room, I heard a sound effect like a grunt as I bumped into the invisible rectangles blocking my path. Talk about not looking before you leap. I felt my way along one of these invisible walls until I got to a join. Then using Edit/shrink, I forced the edge of the wall away and squeezed through the gap back into the office. When I turned around, I could clearly see the doorway I'd made and closed it behind me by stretching the rectangle to seal the gap again. Maybe it *wasn't* time to make an exit.

> I forced the edge of the wall away and squeezed through the gap back into the office

I went on to make the desks and computers out of cubes, editing them with the same controls that had made the rectangles into walls. It didn't take long.

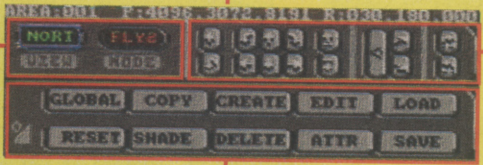
3DCK doesn't take advantage of the extra memory of a C128 and there's only 5K working space when you load it on the 64. But all the work I'd done only added up to a handful of bytes and there's certainly room enough to design a decent sized adventure. And with games in mind, there's just time to describe a few of the *Kit*'s other features.

You can attach 'sensors' to objects so that they respond to interference during a game. A sensor can contain an instruction for an object to disappear if it's shot, for example. You can also design an overlay screen with an art package so that a game has its own direction controls when it's run independently of the *Kit*. Incorporating finishing touches is easy, as I'll show you next month when we have another look at *3DCK*.

This isn't a normal PowerTest but then *3D Construction Kit* is by no means normal itself. But be certain of this: It's A Corker!

Controlled construction

Line display of area/object, where you are in X Y and Z planes, and size of object



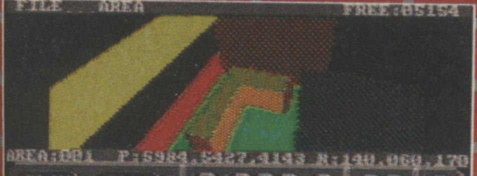
View from four compass directions or overhead and select Walk or two types of flight for movement

Move in any direction, look in any direction. Even when you're in a sub-menu, you can still use all of these controls

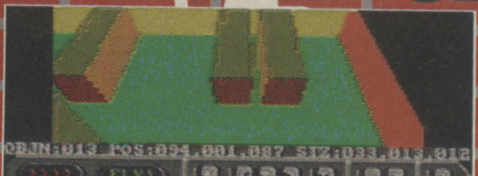
Master commands like these are self explanatory. All of them reveal a sub-menu to enable you to do what you want quickly

PowerRating	*93%*
Game	*3D Construction Kit*
Publisher	*Domark*
Cassette	*£24.99*
Disk	*£24.99*
Release	*Out Now*
Contact	*081 780 2222*

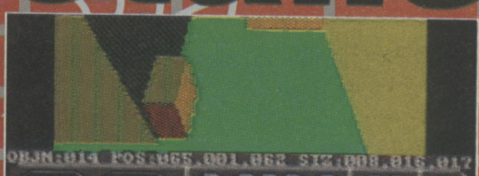
ished with details



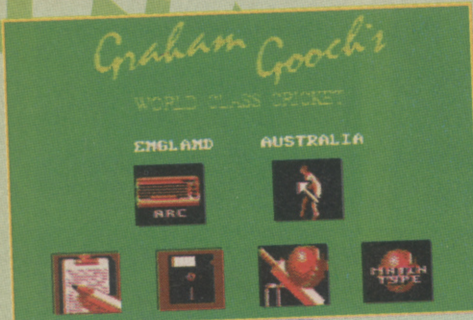
From a slightly different angle you can see Lam and Ollie's desks made from stretched cubes and slid into position



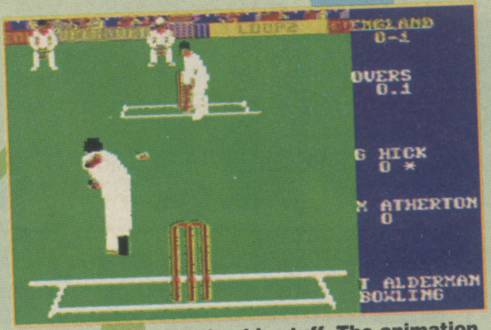
Turning right around, from right to left: Steve's desk, Andy's desk and mine. The Edit menu enables me to slide my desk left



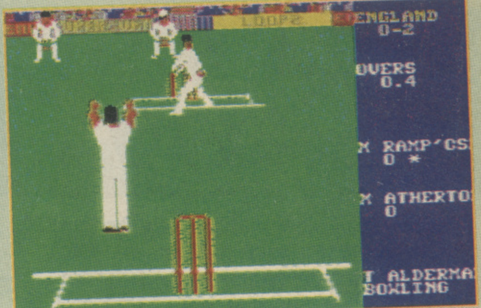
Looking from Steve's desk to mine. On the left I make a desk where the office C128 goes. The door will have to go next to this



The main options screen. From here you can choose your team, select the team line up and change the number of overs you want to play



A fast bowler strutting his stuff. The animation is pretty good on the bowler, but falls somewhat flat in the batting stakes



To coin a common cricket phrase, Ta-Daa! *(you've never ever played cricket have you? – Ed)*

GRAHAM GOOCH WORLD CLASS CRICKET

Well, this makes a change from reviewing footy simulators, but to be honest it's not a refreshing one. *GGWCC* is a two part cricket game, with both arcade and simulation modes. In reality they're the same game, but with your direct control over the action removed in sim mode.

Would-be Bothams start by choosing their team from the close-knit community of international teams: New Zealand, Pakistan, England, West Indies and Australia – be whoever you like.

Before kicking off (*eh? – Ed*) select your team members, either individually or by clicking on the 'first eleven' option to make things faster. You can then choose the number of overs, enabling you to play the equivalent of a limited one-day game, or a full-blown test match.

The game starts with a coin toss and from that point on, if you've selected sim mode, you don't get to control anything that happens at the crease. You merely sit back and watch a game of cricket like you would on the telly, except you get to decide the batting and bowling order of your team. The bowler has a number of different deliveries in his overarm repertoire, and the batter has a choice of strokes with which to (hopefully) fend them off.

You view the game from behind the bowler until the ball is struck. At this point the screen switches to an overhead view, enabling you to watch as the fielders strut their stuff. In the top left corner of this screen is a miniature wicket 'radar' showing the batsmen's movements, while any runs made are toted up next to it.

Real cricket fans will find a lot here, although a game of the order of 50 overs could take hours to play and most of the time in sim mode there's nothing to do but watch. While that seems typical of cricket to me, I still don't think there's enough to *do* in sim mode – the pauses between bits of action are just too long.

But the biggest problem with *GGWCC* is that the part of it which could have made the game appealing to everyone – the arcade option – falls far short of achieving its goal. If you're in to bat, all you have to do is push the joystick in the direction of the stroke you want to perform and keep it there. Once the bowler has bowled, your man automatically carries out the selected move. Bowling works just the same: select the type of ball you want to deliver and leave it to your 64 to go through the motions.

The only real-time interaction comes in fielding. When a batsman actually manages to hit the ball and the screen goes into overhead view, you're given direct joystick control of the fielders. If the one you're controlling is too far from the ball, hit fire and control passes to another, more appropriate fielder. When you catch up with the hurtling leathery beast, press fire to pick it up, then press fire again to throw it back to the crease. And this is by far the most involving sequence!

Attention to detail is quite thorough but the graphics lack the finesse you would expect from a so-called simulation. The bowler moves smoothly but is poorly detailed and the batter fares even worse, with primitive animation and bad collision detection. The ball's flight often fails to coincide with batter's swing spoiling any impression of realism.

As you can tell, I'm not impressed. The lack of hands-on joystick action just leaves you feeling left out. Cricket may be a spectator sport, but a computer game is for playing and not watching.

ANDY

Game	***Graham Gooch World Class Cricket***
Publisher	***Audiogenic***
Cassette	***£11.99***
Disk	***£15.55***
Release	***TBA***
Contact	***081 8611166***

POWER RATING

THE DOWNERS...

- The two play modes aren't different enough. Sim' mode won't provide any more fun when you're bored of arcade mode
- Controlling batsmen and bowlers is tedious. There's no feeling of involvement in the action
- Confusing delay between batsman's swing and flight of the ball
- Ball's flight path is dodgy: it's hard to tell exactly where it's going
- In the absence of skill, luck plays a major part in winning

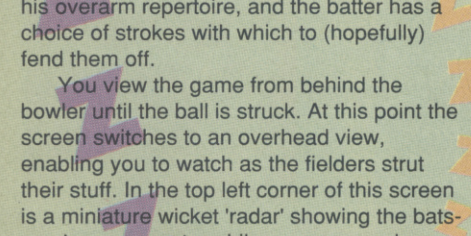
100

41%

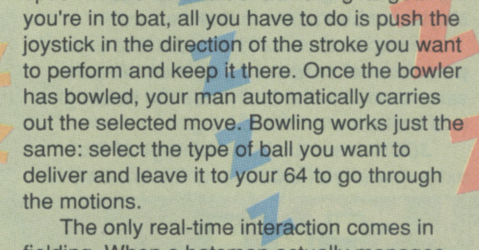
0

- **All those wonderful cricket rules have been crammed in**
- **The bowling animation is pretty good**
- **Structurally the game is sound, with competent use of menus and option screens**

...AND THE UPPERS



The fielding screen. The scanner (top left) lets you keep tabs on the batsmen's progress. It also shows if a four or six is achieved



Alderman falls to the might of Gooch. And to underline this fact an ugly gimp in a stupid hat rather rudely points his finger at you

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THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 GAMES

THE CHARTS

Chart information © 1991 Gallup Ltd.

FULL PRICE GAMES

👍 GOING UP 👎 GOING DOWN ✋ STAYING STILL

1	**DIZZY COLLECTION** Code Masters	It's taken a while but the ovoid shell dude makes it to No. 1. *Dizzy* fans should catch our full players' guides!	👍
2	**SUPREMACY** Virgin	After an all-too-brief stay at number one, this superb (Corking! 95%) space strategy game slips down a slot.	👎
3	**MAN UTD EUROPE** Krisalis	We've only just reviewed this soccer game and with 58% it's just another soccer game to add to the pile.	NE
4	**CREATURES** Thalamus	Clyde and co. copped for a mammoth 91% and have managed to sneak back up a place this month.	👍
5	**NORTH AND SOUTH** Infogrames	We gave this odd little comic licence 69% – not brilliant, not bad. Looks like its found a few fans, though.	NE
6	**BIG BOX** Beau Jolly	That old chestnut. BJ's huge compilation of 30 games some good, a few average, and one or two stinkers!	👎
7	**M-P SOCCER MANAGER** D&H	40% was all that this ancient-looking soccer manager could muster, but everyone's buying the flippin' thing!	👍
8	**S.C.I.** Ocean	*SCI* only scored 74%, so we didn't think it was too hot. If in doubt, wait for *Out Run Europa* or *Turbocharge*.	RE
9	**SHADOW DANCER** US Gold	*SD* just missed a Corker with 89% but is one cool coin-op convo. Came straight in at nine – and stayed there.	✋
10	**POWER UP** Ocean	A nice compilation which gained 89%. You get *Rainbow Islands*, *Chase HQ*, *X-Out*, *Turrican* and *Altered Beast*.	👎
11	**GOLDEN AXE** Virgin	With 88% we obviously thought this was OK – and so do you. Shame about the odd bug or two though...	👍
12	**SUPER MONACO GP** US Gold	OK racer which earned itself 78%. It reached position 10 on the grid but its starting to get lapped.	👎
13	**BACK TO FUTURE 3** Imageworks	Oh dear, Marty and Doc have plummeted to 13 from 6. Even a decent 81% couldn't stop the rot.	👎
14	**VIZ** Virgin	This poor translation of the brilliant comic drops the ten places it deserves. We gave it 58% so don't buy it.	👎
15	**HERO QUEST** Gremlin	It comes as little surprise that this excellent role-player has shot straight in at number 15. It's A Corker!	NE
16	**TURRICAN 2** Rainbow Arts	This makes its first appearance in the charts at a position that reflects the rating we gave it. 96% in fact.	NE
17	**H'WOOD COLLECTION** Ocean	Down two places. Not a bad bundle but considering the age of the games it has done well to stay here this long.	👎
18	**LAST NINJA 3** System 3	Splendid oriental antics. We gave it a Corker! If you're wondering, cart' versions are coming out next month.	👎
19	**TEENAGE TURTLES** Imageworks	The turtles have gone out of fashion faster than the Ed's trousers. 70%, but they've dropped 11 places!	👎
20	**F16 COMBAT PILOT** DI	Will we never see the back of this one? It's done well but we reckon it'll have slung its hook by next month.	👎

BUDGET GAMES

1	**BUBBLE BOBBLE** Hit Squad	NE
2	**AMERICAN 3D POOL** Zeppelin	NE
3	**MULTIMIXX 1** Kixx	▲
4	**DRAGONNINJA** Hit Squad	▼
5	**MAGICLAND DIZZY** Code Masters	▼
6	**SPIKE IN TRANSILVANIA** Code Masters	NE
7	**DOUBLE DRAGON** Mastertronic	▼
8	**QUATTRO CARTOON** Code Masters	▼
9	**PAPERBOY** Encore	▼
10	**PRO FOOTBALLER** D&H Games	NE

POWERTEST INDEX

Every game reviewed by the Commodore Format team over the past year is listed here in alphabetical order along with the rating it received and the issue the review appeared in. Every word of the most authoritative guide to C64 games is now at your fingertips

FULL GAMES

3D Construction Kit – Domark 93% CF12
Amazing Spiderman – Empire 79% CF3
Atomic Robo-Kid – Activision 90% CF3
Atomino – Psygnosis 83% CF8
Atomix – Thalion 78% – CF1
Back To The Future II – Mirrorsoft 59% CF1
Back To The Future III – Mirrorsoft 81% CF7
Badlands – Domark 78% CF3
Ball Game – Electronic Zoo 75% CF12
B.A.T. – Ubi Soft 61% CF3
Betrayal – Microprose 16% CF11
Buck Rogers – SSI/US Gold 95% CF3
Chase HQ II – Ocean 74% CF3
Chip's Challenge – Epyx/US Gold 90% CF6
Cluedo Master Detective – Virgin 68% CF7
Creatures – Thalamus 91% CF6
Curse Of Ra – Rainbow Arts 69% CF3
Cyberball – Domark 51% CF4
Days Of Thunder – Mindscape 43% CF4
Death Knights Of Krynn – SSI/US gold 91% CF9
Deliverance – Hewson 74% CF1
Dick Tracy – Titus 11% CF6
Diplomacy – Virgin 77% CF4
Dragonstrike – SSI/US Gold 41% CF6
Dragon Breed – Activision 82% CF5
Dragons Of Flame – SSI/US Gold 57% CF1
Elvira – Mistress Of The Dark – Flair 84% CF8
Emlyn Hughes' Arcade Quiz – Audiogenic 73% CF2
England Championship – Grandslam 23% CF11
ESWAT – US Gold 71% CF5
Exile – Audiogenic 97% CF10
Exterminator – Audiogenic 91% CF5
Extreme – Digital Integration 36% CF10
F1-GP Circuits – Idea 68% CF11
Fire And Forget II – Titus 37% CF6
Firepower – Microillusions 68% CF9
Gazza II – 38% CF6
Gauntlet III – US Gold 80% CF9
Gem'X – Demonware 83% CF10
Graham Gooch's Cricket – Audiogenic 41% CF12
Grand Prix – D&H Games 40% CF7
Gremlins 2 – Elite 69% CF7
Golden Axe – Virgin 88% CF3
Gotcha! – Kingsoft 68% CF4
Hell Hole – CRL 58% CF8
Helter Skelter – Audiogenic 68% CF4
HeroQuest – Gremlin 93% CF9
Hunt For Red October – Grandslam 87% CF4
I Play 3D Soccer – Simulmondo 71% CF9
Iron Lord – Ubi Soft 82% CF1
Iron Man – Virgin 65% CF2
J K's World Championship Squash – Krisalis 66% CF12
Judge Dredd – Virgin 56% CF6
Keys To Maramon – Mindcraft 80% CF10
King's Bounty – US Gold 73% CF2
Last Ninja III – System 3 97% CF6
Last Ninja Re-Mix – System 3 92% CF3
Line Of Fire – US Gold 40% CF6
Logical – Rainbow Arts 69% CF11
Loopz – Audiogenic 75% CF7
Lords Of Chaos – Bladesoft 90% – CF1
Lotus Esprit Turbo Challenge – Gremlin 90% CF6
Lupo Alberto – Idea 40% CF9
Magic Candle – Mindcraft 58% CF10
Manchester United Europe – Krisalis 58% CF12
Mean Streets – US Gold 69% CF1
Mercs – US Gold 51% CF11
Midnight Resistance – Ocean 80% CF2
Mighty Bombjack – Elite 91% CF7
Monty Python's Flying Circus – Virgin 87% CF1
Multi-Player Soccer Manager – D&H 40% CF11
Murder – US Gold 82% CF1
NARC – Ocean 66% CF5
Narco Police – Dinamic 78% CF8
Navy Seals – Ocean 81% CF4
Night Breed – Ocean 55% CF2
Night Shift – LucasArts/US Gold 80% CF5
North And South – Infogrames 69% CF9
Out Run Europa – US Gold 87% CF12
Over The Net – Genias/Linel 41% CF12
Pang – Ocean 88% CF4
Plotting – Ocean 80% CF3
Predator 2 – Imageworks 80% CF8
Puffy's Saga – Ubi Soft 59% CF1
Puzznic – Ocean 79% CF4
RBI2 – Domark 86% CF10
Rick Dangerous II – Microprose 94% CF2
Robocop 2 – Ocean 90% CF4
Satan – Dinamic 78% CF1
Security Alert – First Star 68% CF10
Shadow Dancer – US Gold 89% CF7
Shadow Of The Beast – Ocean 70% CF4
Skate Wars – Ubi Soft 49% CF1
Snowstrike – Epyx/US Gold 69% CF2
Speedball 2 – Imageworks 94% CF12
Spy Who Loved Me – Domark 60% CF4
St. Dragon – Storm 65% CF6
Star Control – Accolade 70% CF6
Strider II – US Gold 76% CF3
STUN Runner – Domark 68% CF5
Subbuteo – Electronic Zoo 79% CF1
Summer Camp – Thalamus 80% CF4
Super Monaco Grand Prix – US Gold 78% CF7
Super Cars – Gremlin 92% CF5
Supremacy – Virgin 95% CF7
Switchblade – Gremlin 78% CF10
SWIV – Storm 88% CF6
Teenage Hero Turtles – Imageworks 70% CF5
The Power – Demonware 81% CF10
Tie Break – Ocean 80%CF2
Time Machine – Activision 91% CF1
Total Recall – Ocean 77% CF6
Trevor Brooking's World Cup – Challenge 46% CF5
Turrican 2 – Rainbow Arts 96% CF6
Twinworld – Ubi Soft 83% CF3
Ultima VI – Mindscape 89% CF9
Ultimate Golf – Gremlin 83% CF2
UN Squadron – US gold 69% CF5
Vindicators – Domark 55% CF6
Viz The Game – Virgin 58% CF8
Volfied – Empire 90% CF11
Warlock The Avenger – Millennium 80% CF7
Welltris – Infogrames 87% CF6
Wings Of Fury – Domark 77% CF2
World Championship Soccer – Elite 66% CF10
Wrath Of The Demon – Empire 81% CF9

BUDGET GAMES

2 Player Soccer Squad – Cult 63% CF12
3D Pinball – Mastertronic 75% CF5
4 Most Horror – Alternative 35% CF4
Ace/Ace II – Encore 89% CF2
After Burner – Hit Squad 45% CF7
American 3D Pool – Zeppelin 90% CF11
Arcade Trivia Quiz – Zeppelin 65% CF4
Arkanoid – Revenge Of Doh – Hit Squad 90% CF9
Armalyte – Kixx 82% CF10
Batman The Caped Crusader – Hit Squad 91% CF5
Barbarian II – Kixx 73% CF3
Beverley Hills Cats – Hi-Tec 55% CF6
California Games – Kixx 55% CF3
CJ's Elephant Antics – Code Masters 88% CF7
Continental Circus – Mastertronic 30% CF7
Delta – Kixx 90% CF3
Dragonninja – Hit Squad 55% CF9
Driller – Hit Squad 85% CF8
Eliminator – Players 85% CF4
European Soccer – Players 20% CF6
Firelord – Players 73% CF5
Forgotten Worlds – Kixx 79% CF10
Frost Byte – Micro Value 42% CF10
Galdregons Domain – Players 85% CF9
Games – Summer Edition – Kixx 73% CF12
Games – Winter Edition – Kixx 55% CF3
Gary Lineker's Hot Shots – Kixx 45% CF10
Gemini Wing – Mastertronic 65% CF6
Ghostbusters II – Hit Squad 43% CF11
Great Gurianos – Encore 58% CF8
Guardian Angel – Code Masters 35% CF2
Havoc – Players 60% CF3
Hawkeye – Kixx 68% CF10
Hunter's Moon – Kixx 78% CF6
Huxley Pig – Alternative 40% CF8
Impossamole – Gremlin 80% CF11
Kamikaze – Code Masters 65% CF1
Dalglish Soccer Manager – Zeppelin 73% CF10
LED Storm – Kixx 88% CF11
Moonshadow – Idea 76% CF8
Multimixx 1 – Kixx 90% CF10
Multimixx 2 – Kixx 77% CF10
Multimixx 3 – Kixx 72% CF11
Operation Hanoi – Players 60% CF3
Out Run – Kixx 75% CF3
Passing Shot – Encore 82% CF8
Popeye – Alternative 77% CF8
Professional Footballer – Cult 30% CF12
Quattro Cartoon – Code Masters 66% CF11
Quattro Combat – Code Masters 75% CF2
Quattro Racers – Code Masters 74% CF11
Quattro Firepower – Code Masters 60% CF11
R-Type – Hit Squad 40% CF7
Rambo III – Hit Squad 57% CF8
Real Ghostbusters – Hit Squad 72% CF8
Red Heat – Hit Squad 38% CF11
Renegade III – Hit Squad 65% CF12
Rugby Manager – Mastertronic 40% CF3
SDI – Hit Squad 64% CF9
Skull And Crossbones – Domark 52% CF8
Spaghetti Western Simulator – Zeppelin 52% CF1
Spike In Transilvania – Code Masters 81% CF12
Super Scramble Simulator – Kixx 78% CF8
Striker Manager – Cult 52% CF12
T-Bird – Mastertronic 38% CF1
Techno Cop – Kixx 70% CF8
The Match – Cult 75% CF12
Tilt – Code Masters 93% CF1
Untouchables – Hit Squad 88% CF12
Vigilante – Kixx 25% CF6
Vindicators – Hit Squad 69% CF12
Wacky Darts – Code Masters 70% CF7
WEC Le Mans – Hit Squad 20% CF5
Yes Minister – Mastertronic 47% CF2

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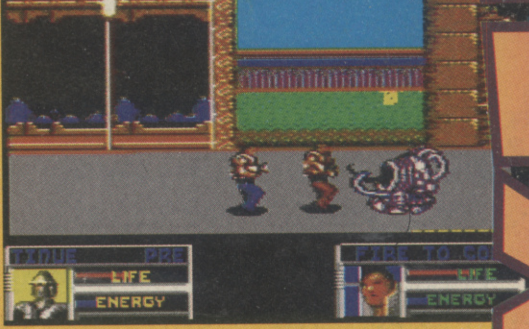
Inside Info is on its hols at the moment but it's back in *Commodore Format* 13 when Paul Lyons hardwires serious hardware to his 64. See ya!

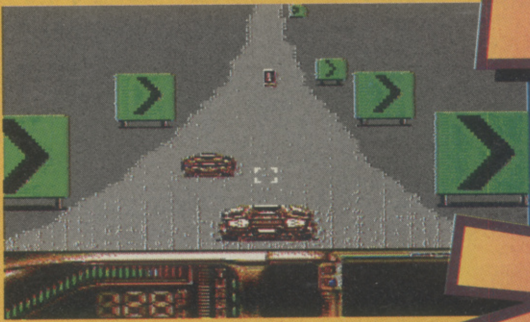
COMING SOON
COMMODORE FORMAT 13

Happy birthday to us! Happy birthday to us! Happy bir– well not yet it isn't. But next month *Commodore Format* will be a big one year old! And we'll be asking questions like 'what does the year ahead hold?' and 'why didn't you tell us that last year?' And there'll be loads of celebrations to join in. Adny's going to spell his name right for charity, Sean's going to try writing a sentence that comes to a full stop before you fall into a coma trying to get from one end of it to another all in one *(that's long enough, SM – Ed)*. And Stevie J will be trying to help you come to terms with the miseries of old age.

System 3 – who have never given a playable demo of a new game to anyone – will be giving us a playable demo of *Turbocharge* and we'll be printing the *first* review of the *finished* game. We've also lined up an exclusive review of *Alien Storm* from US Gold (if you're serious about new 64 software you can't miss this), and *P.P. Hammer* will be here (at last!). To squeeze everything in, we're going to be bigger and to make you feel good we're going to put some stonky stickers on the cover. And there are going to be a couple of mega compos you can enter. We must be totally stark raving bonkers!



US Gold's *Alien Storm* blew us away when we saw it. It's fast, mean and makes *Golden Axe* look like Driving Miss Daisy. Be sure to tune in next month for the full *exclusive* low-down!



Holy moley! Is that *Turbocharge* we can see? Could this mean that there's going to be a playable demo on the front of *CF*13? Surely not. Surely no C64 magazine can be That Good!? Believe it buddy, one year on and *CF* is The Best!

RBI 2 COMPO WINNERS

Blimey, this one threw you. We wanted you to answer three baseball questions to earn some fluorescent baseball bats, genuine Mini-league baseballs, some absolutely necessary inflatable baseball bats and copies of *RBI 2* – all stumped up by Domark, hurrah!

But though 'shagging flies' sounds like the daftest phrase we could come up with, we didn't. It's a legit baseballing term and it was the answer to the question that beat most of you to home base.

It didn't fool everyone though and the five winners were Martin Lingham, Robert Garner, M Welham, Nicola Schofield and Gareth Christie. The runners-up were Tom Bates, Neil Garrett, Sean Hurley, Stephen Bowker and Dafydd Denatale. Congrats to all!

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